

FINAL FANTASY® V
Advance

THE OFFICIAL GUIDE FROM **NINTENDO POWER**

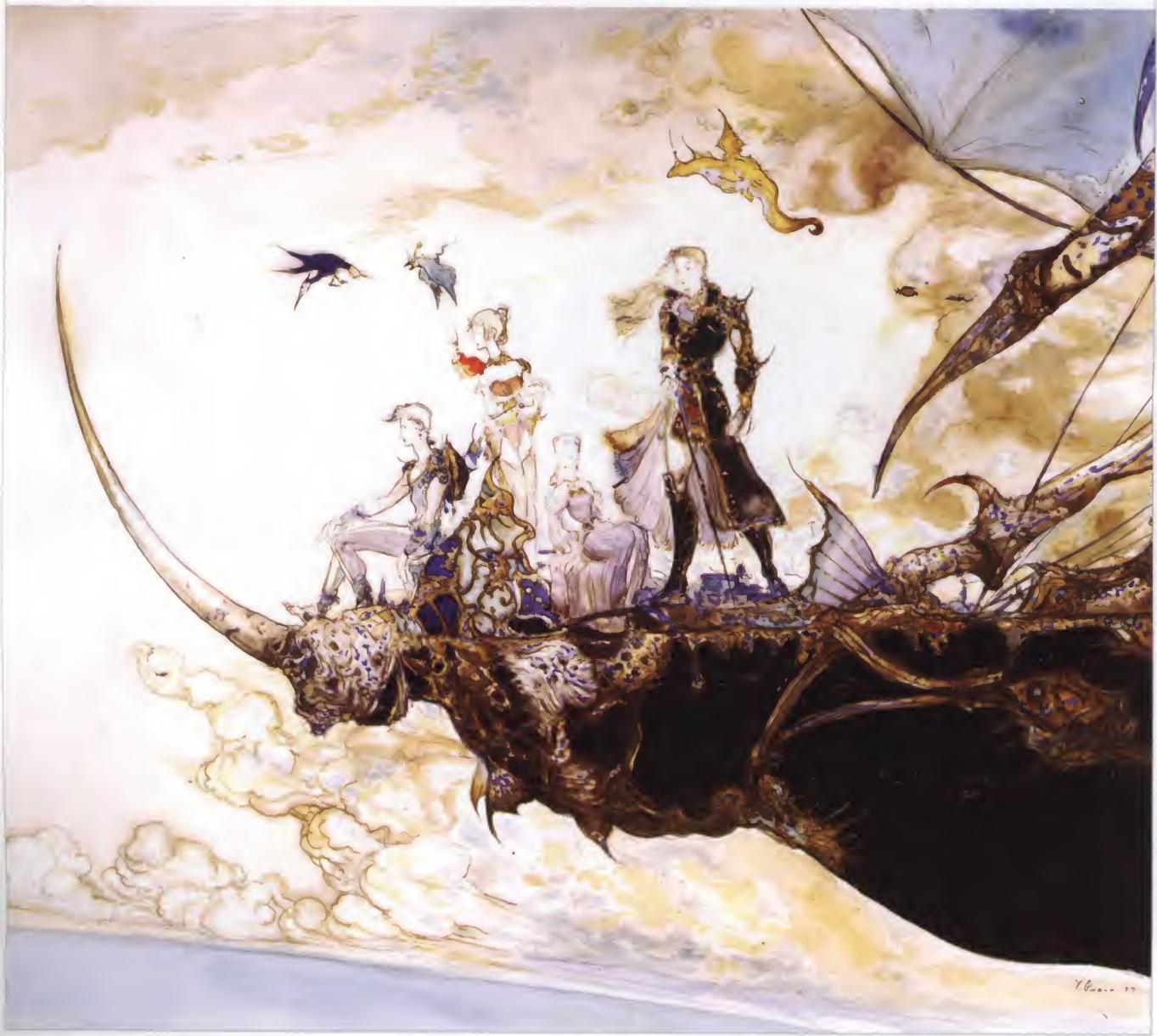
GAME BOY ADVANCE

FINAL FANTASY V

ADVANCE

THE OFFICIAL
Nintendo®
PLAYER'S GUIDE

Fire, Water, Wind, Earth. For its peace and prosperity the world owes thanks to the power of these crystals. However, that power is nearing its limit. Not far off is the day when the wind slows, the water stills, and the earth trembles and quakes—and yet, everyone remains blissfully unaware, and the grave secret hidden within the crystals remains untold. . . .



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Game Controls



FINAL FANTASY V Advance is a massive role-playing adventure that you can enjoy on the Game Boy Advance, Game Boy Advance SP (shown below), Nintendo DS, and DS Lite game systems. If you've played other titles in the FINAL FANTASY series,

nothing on this page will come as a shock to you. But FINAL FANTASY V Advance does have a few quirks, especially in regards to operating vehicles (covered on the following page). This page details the basic functions of each button—both in and out of battle—and provides a couple of other tips regarding game control.

L BUTTON

The main use of the L Button is to cycle through characters while on the menu screen. In battle, pressing L and R simultaneously causes your party to attempt an escape.

CONTROL PAD

The Control Pad's uses are very intuitive. It lets you move your character, scroll through menus, and select an enemy or in battle. (You can select multiple enemies by pressing right or left away from the enemy group.)

RESET

Press A, B, Start, and Select simultaneously to reset your game. This is made to be difficult because it is not an ideal way to turn off the game system—that's what the power switch is for.



R BUTTON

The R Button lets you cycle through characters while on the menu screen. In battle, pressing L and R simultaneously causes your party to attempt an escape.

A BUTTON

If you're not sure which button to press, the A Button is a good place to start. It lets you check locations, talk to others, select menu options, mount and dismount vehicles, and more.

B BUTTON

The B Button is sort of the opposite of the A Button—its main uses are to cancel commands and back out of menus. Holding B while moving your character causes him to run.

START BUTTON

Pressing Start outside of battle gives you access to the game's menu system. Inside of battle, pressing the Start Button pauses the game—useful when trying to decide on an attack.

Get a Move On

In a town or a dungeon, you can double the speed of your character's movement by pressing the B Button while you move. If you long to go even faster, you can—simply assign a character in your party to the Thief job class. A Thief has an inherent Sprint ability, which allows you to move at quadruple your walking speed while pressing B. And once your Thief's job level reaches three, he can change classes but retain the Sprint ability, keeping your party at full speed without a Thief.



The Sprint ability doesn't work everywhere. When escaping from Karnak castle, for instance, Sprint will be disabled due to the area's time limit.

Battle Shortcuts

When engaged in battle, you'll use the cursor to scroll through your menu commands. But because the battles are time-sensitive, you can change your command settings so that each of a character's four battle commands are mapped to a direction on the cursor, making them only a button press away. Simply press Start outside of battle to enter your main menu, select Config, then scroll down to Command Settings and change the setting from Standard to Shortcut.



While battling in Standard mode, you press right on the cursor for the Defend option and left for the Row option. In Shortcut mode (seen above), the two options are mapped to the R Button and the L Button, respectively.

Fantasy World



uch like the real world, the FINAL FANTASY V Advance world abides by certain rules. These rules can affect every aspect of the game, from traveling and interacting with others to exploring dungeons and

fighting monsters. Before embarking on your journey, get to know the basics of the game's world. The tips below will give you an idea of what to expect.

Crystals and Crystal Fragments

You can't understand the game's world until you grasp the significance of the crystals. There are four crystals—Earth, Fire, Wind, and Water—each housed in a shrine. The world relies on the mysterious elemental power of these crystals, but due to recent abuse of the power, the crystals have begun to shatter one by one, putting the world in grave danger.



As you witness the destruction of each crystal, you can collect the shards that it leaves behind. Each crystal shard you obtain will lend you its power in the form of a new job class (see page 16 for a breakdown of the jobs).

TRIGGERING AN EVENT

Talking to people in the game serves more than just an anecdotal purpose. Sometimes you'll learn vital information, which can even trigger an event that ultimately leads you to your next destination. If you're stuck, often it's because you haven't spoken with the right person.



DUNGEON-CRAWLING

Most quests that your party embarks on lead to a dungeon. Dungeons are where you'll acquire your most valuable items and face your toughest enemies. Though dungeons are the most difficult portions of a journey, it's wise to search them thoroughly.



GREETINGS AND FAREWELLS

Though FINAL FANTASY V Advance has a fairly stable party lineup compared to most games in the series, characters do join and leave your party. These changes are always pivotal to the plot, and must take place for the story to proceed.



Explore in Style

Often an environmental object such as a mountain or body of water halts your progress. Usually, this means that you need a new mode of transportation to pass. Listed below are the different forms of travel available at various points in the game.



CHOCOBO

Though you'll start the game with Bartz's Chocobo, Boko, you'll soon end up on foot and missing the little guy. Chocobos can not only move quickly across land and forest to avoid monster encounters—they can travel freely over rivers, as well. Mountains and larger bodies of water are where they draw the line.



BLACK CHOCOBO

The rare Black Chocobo is much more mobile than its yellow cousin due to its ability to fly. The only environment it cannot fly over is a high mountain peak (signified by a snowcap)—everything else is fair game. But the creature has a weakness, too: it can land only in a forest area.



WIND DRAKE

This loyal creature will fly your party across the world, but not high enough to travel over mountains. A Wind Drake can set down on any land, with the exception of forest areas.



SHIP

Your first vessel will be Faris's pirate ship, which will give you access to the high seas. The ship moves quickly through the ocean water, and can dock at any shore.



FIRE-POWERED SHIP

The fire-powered ship will take many forms throughout the game. By the end, it will be capable of transforming from an airship to a submarine. To access the ocean depths, press the A Button while on the surface to descend.



AIRSHIP

When you first acquire the airship, you can use it for both air and sea travel. After the ship is modified with Adamantite, you can press the A Button while flying to ascend higher or descend to the water.

Cast of Characters



FINAL FANTASY V Advance is full of characters both good and evil, but only five individuals will join and leave your party over the course of the adventure. Each one has a mysterious past, which you will discover during your long journey. In addition to

having distinct personalities, the five are incredibly customizable due to the game's robust jobs and abilities system. The following pages will give you a brief overview of the main characters, as well as the secondary characters that will be an integral part of the saga.



Y.O. - 72

Bartz

Bartz grew up in the secluded town of Lix, and didn't have many friends. Following the loss of his parents, he began traveling the countryside with his best friend, a Chocobo named Boko. After being mysteriously drawn to a meterite crash site near Castle Tycoon, the young man feels the calling of the crystals, and thus begins a great adventure that will span multiple worlds.



PERSONAL DATA

| | |
|------------|-------|
| Gender | Male |
| Age | 20 |
| Height | 176cm |
| Weight | 58kg |
| Birthplace | Lix |

STARTING STATS

| | |
|---------------|-----------------------------|
| Level | 1 |
| HP | 36 |
| MP | 5 |
| Strength | 28 |
| Agility | 25 |
| Stamina | 27 |
| Magic | 25 |
| Attack | 15 |
| Defense | 1 |
| Evasion | 0% |
| Magic Defense | 1 |
| Equipment | Broadsword Leather Armor |

Lenna



Lenna

Long ago, Princess Lenna of Tycoon lost her mother. Since then, she has devoted her life to following in the footsteps of her father the king, and protecting the people of his kingdom. When King Tycoon senses trouble and sets off for the Wind Shrine, Lenna follows him, only to be trapped by a fallen meteorite. It is at the crash site that she meets Bartz, and her true quest begins.



PERSONAL DATA

| | |
|------------|--------|
| GENDER | Female |
| AGE | 19 |
| HEIGHT | 161cm |
| WEIGHT | 45kg |
| BIRTHPLACE | Tycoon |

STARTING STATS

| | |
|---------------|------------------------|
| LEVEL | 1 |
| HP | 35 |
| MP | 5 |
| STRENGTH | 25 |
| AGILITY | 26 |
| STAMINA | 25 |
| MAGIC | 28 |
| ATTACK | 7 |
| DEFENSE | 1 |
| EVASION | 0% |
| MAGIC DEFENSE | 1 |
| EQUIPMENT | Knife Leather Armor |



Krile

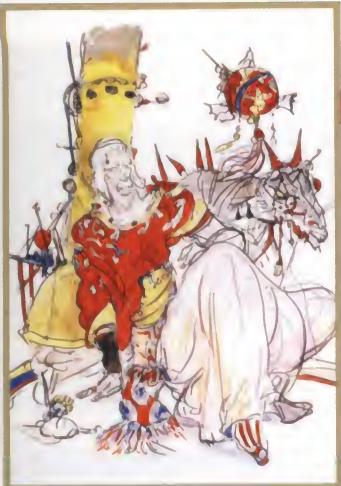
You'll first meet Krile when she's the young granddaughter in Galuf's hazy memories. But in reality, Krile lives far away, at the Castle of Bal. Her friendly demeanor and ability to communicate with animals help her form a strong bond with your party; late in the game, she will become a party member.



PERSONAL DATA

| | |
|------------|--------|
| Gender | Female |
| Age | 14 |
| Height | 154cm |
| Weight | 40Kg |
| Birthplace | Bal |

Note: Krile's starting stats depend entirely on Galuf's stats, as she will inherit them when she joins your party.



Cid & Mid

Cid the engineer has fallen on hard times because of his accidental involvement in the destruction of the crystals. His technical expertise will make him a great help to you. Cid's grandson, Mid, always has his nose in a book, and hopes to one day be an engineer on par with his grandfather.



Syldra

Long ago, Faris risked her life to rescue Syldra, a giant creature of the sea. Since then, Syldra and Faris have been close friends—so close that Syldra acts as the engine for Faris's pirate ship after the wind dies.

King Tycoon

A father of two and revered leader of his people, King Tycoon seeks peace across the land. But when the wind suddenly dies, the king knows that trouble is afoot. He sets off to the Wind Shrine on the back of his trusty Wind Drake, Hiryu.



Exdeath

Once sealed deep within the Great Forest of Moore, Exdeath is the incarnation of many evils. This mighty creature is hellbent on power and destruction, and will stop at nothing to see his demonic plan through to the end.

Gilgamesh

The right-hand man to Exdeath, Gilgamesh often finds himself taking on the role of errand boy. He is promised great power from his master, though it remains to be seen if Exdeath will make good on his pledge.



Field Menu



Change jobs and abilities on the fly. Organize the multitude of items you'll find throughout the game. Customize your overall game experience. These are just some of the things you can do on the field menu. The menu (which you can access any time except

during battle) is where you prepare for battles to come. There's a lot of data to keep track of, and many effective menu features are easy to overlook. Use the guidelines on the following two pages to learn the ins and outs of the menu system.

Job

Each time you find a crystal fragment, a new job will become available. Access the Job menu to change any party member's job at almost any time (other than during battle), and to see how far each character has progressed in each job class. To compare party members' progress across a single job class, select the job then press L or R to scroll through characters.



As you browse through the available jobs, note the statistics on the bottom of the screen. If a character changes jobs, he'll retain his progress in other categories. Three stars over an icon's head means the character has mastered that particular job.

Ability

Abilities can be changed at any time outside of battle. Each character will have his own set of abilities to choose from, based on which ones he's learned. There are around 100 abilities in the game, and characters can learn them by subscribing to particular job classes for a given time. With some hard work, a party member could learn every one.



An ability that has an exclamation point next to it is a command ability—meaning it will show up as a command during battle. Non-command abilities are always active. See page 14 for more on command abilities.

Order

The order in which your party members appear in the menu is the same order in which they will appear in battle. To change this order, simply press left from the main menu, select a character with the A Button, then select their new position. The character at the top of the menu will represent your party outside of battle as the visible character.



You can also change which row a character will be in while battling: just tap the A Button twice. As a general rule, it's wise to keep less-resilient characters in the back row to decrease the amount of damage taken.

Item

Each time you find an item, it will show up in the Item menu. If an item can be used directly from the menu, it will be highlighted in white. (If an item is currently equipped to a character, it will not be on the list.) To use a highlighted item, press A to select it, then press A again to use it. The item list can be sorted both manually and automatically.



Scrolling through the list of items, you can see a brief description for each at the bottom of the screen. For equippable items, press A twice to view a list of compatible job classes.

Magic

There are seven categories of magic. To view your party's available magic, select Magic from the main menu, then select a character and category. If the selected character is capable of using a particular magic type outside of battle and has enough Magic Points to do so, the spell will be highlighted in white.



Magic spells are shared by your entire party, so you need only one of each spell. As long as a character knows the proper ability and has enough Magic Points, that character can use any type of magic.

Equip

The Equip menu option is your tool for experimenting with weapon and armor combinations for each character. If the selected character is compatible with a piece of equipment, it will show up on the list as being equippable. A character's job and abilities determine his compatibility with weapon and armor pieces.



While the list on the left displays compatible equipment, the statistics to the right show how each piece of equipment compares to the item that is currently equipped. Yellow numbers signify an increase in stats, and red numbers signify a decrease.

Status

Though you'll see your party members' basic stats on the main menu, you can check each member's detailed stats on the Status menu. Press L or R to switch characters, and press A to view weapon information.



HP

Hit Points represent a character's life—if the number reaches zero, you're KO'd.

MP

MP represents the number of Magic Points a character has available.

STRENGTH

The Strength stat represents a character's attack strength in battle.

AGILITY

Agility affects how frequently a character can attack.

STAMINA

Stamina influences the amount of damage suffered from enemy attacks.

Config

You can adjust many aspects of the game in the Config menu. The Config menu is one of two ways to access the bestiary—a feature exclusive to this version of the game.



BATTLE MODE

Wait means that time stops while you're selecting an attack, and Active means that time flows continuously during battle.

BATTLE SPEED

Battle speed (which defaults at three out of six) sets the speed at which each battle will progress.

BATTLE MESSAGE

This option determines how long text will appear on the screen when a character speaks during battle.

COMMAND SETTINGS

Here you can choose between two configurations—a standard list or a shortcut mode—for the battle menu.

ATB GAUGE

This option turns the Active-Time Battle gauge (which shows how frequently a party member can attack) on or off. See page 14 for more details on the Active-Time Battle gauge.

REEQUIP

The Reequip setting determines whether weapons and armor will be optimized after a character changes jobs or abilities.

CURSOR POSITION

If you set Cursor Position to Remember, the cursor will appear on the same battle command each round for that character.

AUTO-DASH

If Auto-Dash is set to On, you won't need to press B to dash. This can be dangerous in certain areas.

WINDOW COLOR

Though they default to blue, you can adjust the colors of the game's windows here.

BESTIARY

Selecting Bestiary will give you a detailed list of every monster you've encountered thus far.

You must quit playing for the quicksave to take effect. To save and continue, you have to find a save spot in the game.

Quicksave

If you need to stop playing but can't find a proper save spot in the game, select the Quicksave option from the main menu. This will allow you to save your game anywhere. But the save file is temporary—once you access it again, it is discarded. This means that if you die in battle or load a game from a save file, the Quicksave data will be lost.

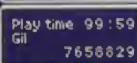


When you quicksave, a continue option will show up on the title screen the next time you turn on the game. Once you access it, the Quicksave file will be deleted.



Save

The Save option becomes accessible only when you're on the overworld map or when your party is standing over a save spot. While in a dungeon, you should save every time you find a save spot. There are four save slots available, each displaying overall party information at the time of the save.



If all your save slots are full, press left or right to scroll through them, then select one to overwrite it.



Glowing spots on dungeon floors are save spots, where you can save your game and use a Tent or Cottage.

Battle Menu



Whereas the field menu is where you'll prepare for a fight, the battle menu is your tool during the fight. The battle menu is incredibly deep, and its functions will even change from character to character, depend-



As soon as a character's Active-Time Battle gauge reaches full strength, the battle menu will appear at the bottom of the screen.

Basic Commands

Every character can access five basic commands from the battle menu. The only exception to this rule is the Mime job class, which can replace the Attack and Item commands with other abilities.

ATTACK

This option will cause your party member to attack with his equipped weapon (or bare hands, if no weapon is equipped).

ITEM

The Item command will give your party member access to the inventory during battle.

RUN

The Run command (initiated by pressing L and R simultaneously) will cause your party to flee from battle.

DEFEND

Press right on the Control Pad (or the R Button in Shortcut mode) to access the Defend command, which will cause your party member to take a defensive stance.

ROW

Press left on the Control Pad (or the L Button in Shortcut mode) to access the Row command, which will move the character from the front row to the back row, or vice versa.

Command Abilities

As you experiment with the game's jobs and abilities system, you'll have access to command abilities that will alter a character's battle menu significantly. Some command abilities are inherent to a specific job, but others must be learned and then assigned.



Certain abilities will show up in a character's command menu as soon as you assign them a job. The White ability, for example, is available immediately for any White Mage.



As soon as a character learns a command ability, you can assign it no matter what the character's job is. The ability will then appear in the character's battle menu.



ing on which abilities are assigned. (To learn about specific abilities that can alter a character's battle menu, consult the Jobs and Abilities section beginning on page 16.) These pages cover the basics of the battle menu, and present tips for using the menu effectively.

Active-Time Battle

Though turn-based, battles in FINAL FANTASY V Advance use an "active time" system—meaning a certain amount of time must elapse between a character's attacks (that time is determined by the ATB gauge). The higher a character's Agility, the faster the gauge will fill and the more frequently the character can attack.

| Equip | | Optimize | | Unequip | | Equip |
|-------------------------------------|---------------|----------|------|---------|-------------|-------|
| Left Hand | Right Hand | Head | Body | Feet | Accessories | |
| Carrot | Submissive | Can-eque | | | | |
| B Diamond Armband | Strength | 16 | 16 | | | |
| B Power Armband | Agility | 25 | 20 | | | |
| B Leather Gloves | Dexterity | 65 | 26 | | | |
| B Leather Shoes | Magic | 65 | 26 | | | |
| B Reflective Headband | Defense | 81 | 81 | | | |
| B Korthago Guard | Evade | 0 | 0 | | | |
| B Horned Guard | Escape Weight | 10 | 10 | | | |
| Shoes with the same effect as Haste | | | | | | |

Some equipment can increase a character's Agility, allowing the character to attack more often.

Manipulating Time

Though the "active time" system is always on during battle, it can be altered. A Time Mage (or a character with the Time ability) can learn spells that can manipulate the flow of time in battle in various ways.



The Haste spell increases the rate of the ATB gauge, and the Return spell can reset a battle gone wrong.

Weapon Attacks

Using a weapon to attack an enemy is the most basic of battle commands. The strength of an attack, as well as the likelihood that it will connect with the enemy, will vary greatly depending on a number of variables (such as the character's stats or row position).



Most weapons are more effective if the character wielding them is in the front row, but some (bows, for instance) are not affected by the character's row position.



You'll usually attack enemies, but you also have the option to attack allies. This can be effective if a character is under the Confuse spell—attack him to make him snap out of it.

Magic Attacks

Attacking with magic is far more complex than attacking with weapons, as there are many types to choose from. To cast a spell, your character must have a magic command ability (such as White or Black). Each use of a spell consumes some of the user's MP.



Every spell has an attribute. To learn which spells will be effective against which monsters, use the Scan ability (or check the monster's stats in the bestiary).



Some magic can be cast on only one enemy at a time, but most magic can affect every enemy if you so choose. To select all enemies, use the Control Pad to scroll to the enemies' back row, then press toward the back row one more time.

Obtaining Magic Spells

There are many ways to get your hands on spells. Unlike in other FINAL FANTASY games, you need to own only one version of each spell—once it's yours, any party member with the appropriate ability can use the spell.



BUY THEM AT A SHOP

Most White-, Black-, and Time-magic spells can be purchased at magic shops in various towns.



LEARN THEM IN BATTLE

You must learn Blue magic from enemies during battle. A Blue Mage (or someone with the Learning ability) must be struck by the spell, and the battle must be completed to learn a spell. But once you learn it, it's yours forever.

FIND THEM HIDDEN

You'll obtain some spells simply by checking the right area or talking to the right person. Most songs are learned in this way.

Monsters' Loot

At the end of most successful battles, you'll be rewarded with an item. However, many monsters have a second item in their inventory that will be lost if you don't attempt to steal it. To know what items a specific monster has in its possession, check the monster's type in the bestiary.



DROPPED ITEMS

Most monsters will drop an item after battle, and you will pick it up automatically.



Healing Power

As you battle, you're bound to get hurt. Healing is a very important aspect of the game, and there are various ways to heal your party's wounds both in and out of battle.

HEALING WITH MAGIC

The most common way to heal a character (or characters) is to use White-magic spell Cure. Later in the game, you'll acquire the stronger spells Cura and Curaga, as well as additional healing spells.



INNS AND HEALING WATER

The cheapest way to restore your party to perfect health is to rest at an inn. Throughout the game, you'll also find healing water that will have the same effect.



USING A TENT OR COTTAGE

Tents and Cottages will restore only HP and MP. You can use either item anywhere on the over-world map, or at a save point in a dungeon.

Status Conditions

Various status conditions can affect both you and your enemies in battle. Some conditions are good (such as Protect), and others are bad (such as Petrify). Most negative status conditions can be cured by using the appropriate item in battle, or by casting the White-magic spell Esuna. The chart below contains a complete list of negative status conditions.



| CONDITION | EFFECT | TO HEAL |
|-----------|--|-------------------------------|
| Aging | Victim's stats gradually decrease | Esuna |
| Berserk | Victim's Attack increases with loss of control | Dispel |
| Confuse | Victim turns on allies and himself | Esuna or attack |
| Darkness | Victim's accuracy falls | Esuna or Eye Drops |
| KO'd | Victim becomes unconscious | Raise or Phoenix Down |
| Mini | Victim's Attack and Defense fall dramatically | Esuna, Mini, or Mallet |
| Paralyze | Victim becomes unable to move | Esuna |
| Petrify | Victim turns to stone | Esuna or Gold Needle |
| Poison | Victim's HP decreases each turn | Esuna, Poisona, or Antidote |
| Sap | Victim's HP gradually decreases | Esuna |
| Silence | Victim can't use magic | Esuna |
| Sleep | Victim falls asleep | Esuna or attack |
| Toad | Victim's Attack and Defense fall dramatically; victim can cast only the spell Toad | Esuna, Toad, or Maiden's Kiss |
| Zombie | Victim becomes undead, turns on allies | Holy Water |

STOLEN ITEMS

Some monsters have an additional item that you can obtain only by using the Steal command (learned by a Thief).

Jobs and Abilities



Jobs and abilities are the bread and butter of FINAL FANTASY V Advance, and you're given an unprecedented amount of control over the system. As you find jobs throughout the game and begin assigning party members to them, your party's performance will be

Changing Jobs

Unless a character is in battle or KO'd, you can change the character's job. Experimenting with jobs is not only one of the most fun aspects of the game—it is necessary. Different situations require different skills, and the more you change a character's job, the more skills the character will have at his disposal.

Status Adjustments

Every job in the game has strengths and weaknesses. Each time you change a character from one job to another, his statistics will be adjusted to reflect the strengths and weaknesses of the new job.

| | | |
|---------------------|--------------------|------------------|
| Lenna | R | Status |
| Knight | | LV 6 - Mastered! |
| LV 64 | Current EXP: | 1746499 |
| HP 3876 / 5293 | For next level: | 48098 |
| MP 220 / 274 | Abilities learned: | 100 |
| Strength ... 46 | Command | |
| Agility ... 27 | Attack | |
| Stamina ... 45 | Guard | |
| Magic ... 14 | Two-Handed | |
| Attack ... 198 | Items | |
| Defense ... 49 | | |
| Evasion ... 0% | | |
| Magic Defense ... 5 | | |
| More | | |

| | | |
|----------------------|--------------------|------------------|
| Krile | R | Status |
| Black Mage | | LV 7 - Mastered! |
| LV 64 | Current EXP: | 1736877 |
| HP 3344 / 3712 | For next level: | 55820 |
| MP 133 / 537 | Abilities learned: | 100 |
| Strength ... 16 | Command | |
| Agility ... 28 | Attack | |
| Stamina ... 27 | Black | |
| Magic ... 68 | White | |
| Attack ... 0 | Items | |
| Defense ... 34 | | |
| Evasion ... 0% | | |
| Magic Defense ... 26 | | |
| More | | |

When you change a character to a Knight, he will have the benefit of high Strength and Stamina, countered by low Agility and Magic.

Black Mages, on the other hand, have a very high Magic stat, but low Strength and Stamina.

Job-Specific Equipment

Most weapons and armor that you find can be equipped only by specific job classes. A Knight, for instance, can equip heavy swords and armor, while a Black Mage must stick with robes and wands. The types of weapons and armor that a job class can equip are indicated with icons under the job class's illustration.

| | | | | | | | | |
|--|---------------|---------------|-----|-------------------|-------------|---------------|--------------|------------|
| Equip | Optimize | Unequip | All | Equip | Optimize | Unequip | All | Equip |
| Both Hands | Berender | | | Right Hand | Wonder Wand | | | Krile |
| Left Hand | Gentil Helm | | | Head | Cirulet | Black Robe | Protect Ring | Black Mage |
| Accessory | Gentil Gloves | | | Assassin's Dagger | 1 | Strength | 16 | Can equip |
| Enhancer | 2 | Strength | 48 | Assassin's Dagger | 1 | Agility | 28 | |
| Blade | 1 | Agility | 27 | Air knife | 1 | Stamina | 28 | |
| Blood Sword | 1 | Stamina | 49 | Dancing dagger | 2 | Magic | 28 | |
| Assassin's Dagger | 1 | Magic | 14 | Dichalcium Dirk | 2 | Attack | 0 | |
| Thief Knife | 1 | Attack | 198 | Flame Tongue | 1 | Defense | 34 | |
| Holy Spear | 1 | Defense | 49 | Great Sword | 1 | Evasion | 0 | |
| Flame Tongue | 1 | Evasion | 5 | Great Sword | 1 | Magic Defense | 26 | |
| Great Sword | 2 | Magic Defense | 5 | Legends | 1 | Equip Weight | 5 | |
| Legendary Holy sword | 9 | Equip Weight | 20 | Legends | 1 | | | |
| Dagger that sometimes finishes enemy in one blow | | | | | | | | |

By assigning a Knight's abilities to a Black Mage, it is possible to have a Black Mage that equips swords—that is the beauty of the jobs and abilities system.

affected drastically. With 26 jobs to find and about 100 abilities to learn, you'll need to have a handle on the system to survive. Here are some general tips that will help you bend the jobs and abilities system to your will, and craft a powerful, well-balanced party.

Learning Abilities

Each job you find comes with it a whole set of abilities. But most abilities aren't free—you must learn them by earning ability points (ABP) in battle. To learn all of the abilities available in the game, you'll have to master every job class. Once a character has learned an ability, he can use it no matter what job class he may be assigned.



A White Mage can cast White-magic spells, allowing him to support and protect his allies. Though a White Mage can always use the White ability, he can also transfer it to another job class after he's learned it.



A Monk is a master of hand-to-hand combat, and can learn combat-oriented abilities such as Focus.

Inherent Abilities

Some abilities are inherent to a specific job, and will be active at any of that job's experience levels. Even though inherent abilities are not always immediately apparent, many of them can be learned and assigned at will just like other abilities.



KNIGHT: COVER

A Knight's Cover ability causes the character to automatically leap in front of an endangered ally in battle, taking the blow himself.



THIEF: FIND PASSAGES

Some abilities are useful only outside of battle. Find Passages, for instance, allows the party to view passageways that would otherwise be hidden.

Two Types of Abilities

Abilities can be broken into two categories: command abilities, which show up as commands in the battle menu (such as Guard or Focus), and auto abilities, which work behind the scenes (such as Equip Swords or First Strike).



COMMAND ABILITY

An exclamation point next to an ability indicates a command ability that will show up in that character's battle menu when assigned.



AUTO ABILITY

Auto abilities act behind the scenes, but can change a character's makeup dramatically. Dual-Wield, for instance, will allow any job class to carry two weapons at once.

Ability-Specific Equipment

A few items in the game are geared toward specific job classes. These items are usually difficult to obtain, and will have little use to a character without the corresponding ability. But if you match these items to a character that has the right ability, they're priceless.



The Control ability allows a character to take control of an enemy during battle, and select its attacks. If the character is equipped with the Hypno Crown, controlling enemies will be much easier.

| ABILITY | SUPPORT ITEM | CAN BE EQUIPPED BY |
|------------|----------------|--------------------|
| Steal, Mug | Thief's Gloves | Thief |
| Catch | Kornago Gourd | All Jobs |
| Control | Hypno Crown | All Jobs |

If you're in the habit of optimizing your weapons, you'll likely overlook these three—they are fairly weak from a statistical standpoint.

Status Synergy

Like jobs, abilities can affect a character's status in significant ways. If you have a character with a low number of MP, for instance, you can assign a magic ability to that character to elevate his MP.



Knights are generally lacking in the magic department, but if you assign the White ability to one, his magic stats will increase dramatically.

Recommended Abilities

Many of the game's abilities are fun to experiment with, but some are simply more useful than others. We've put together lists of commands across three categories that will be assets to any party.



ATTACK COMMANDS

Attacking is always about dealing the maximum amount of damage to an enemy. Below are five attack abilities that are incredibly effective in battle.

| ABILITY | DESCRIPTION |
|------------|---|
| Dual-Wield | Equip a weapon to each hand |
| Lance | Attack with a lance and absorb an enemy's HP and MP |
| Rapid Fire | Attack an enemy four times in a row |
| Spellblade | Enchant a sword with elemental magic |
| Zeninage | Throw gil at an enemy for high damage |



MAGIC COMMANDS

Magic has many purposes, from reviving fallen allies to inflicting major damage on the battlefield. Below are five magic abilities that no party should be without.

| ABILITY | DESCRIPTION |
|----------|---|
| Blue | Cast magic that you've learned from enemies |
| Learning | Learn magic from an enemy |
| Summon | Summon beasts to aid you in battle |
| Time | Cast magic that manipulates time and space |
| White | Cast magic that heals and supports allies |



SUPPORT COMMANDS

Not all commands are about attacking and healing. Below are six useful support commands.

| ABILITY | DESCRIPTION |
|---------|---|
| Control | Gain control over an enemy's actions |
| Flee | Quickly escape from a battle |
| Mix | Mix items from your inventory and use the results in battle |
| Mug | Attack and steal from an enemy simultaneously |
| Sing | Sing a song in battle for various effects |
| Steal | Steal an item from an enemy |

Job Specifics



our party members will begin the game as Freelancers, but you'll soon discover the wondrous job-changing system. Eventually you will have 26 jobs to choose from, but because you can have only four people in your party, you'll need to understand each

job's strengths and weaknesses to decide which ones are worthwhile. Read on for a detailed breakdown of every job in the game, including the abilities associated with each. For specifics on the game's final job class, Necromancer, see page 94.

JOB NAME

This area displays the job's name, as well as the location where you'll gain access to the job.

STATIJS

The Status box shows the effects that a job will have on your status in the categories of Strength (STR), Agility (AGL), Stamina (STM), and Magic (MGC).

STRATEGY

The job's strengths and weaknesses are described in this section.

EQUIPMENT

Below the strategy tip is a list of weapon and armor types that the job may equip.

ABILITIES

The Abilities chart lists all abilities available to a particular job class and provides a description of what each one does. With the exception of a Monk's Kick ability, every ability can be learned by any of your party members, then used with other job classes. (The ABP column indicates how many Ability Points a character must earn to learn each ability.) Orange represents command abilities that are married to a specific job and cannot be removed from that job, and blue indicates abilities that are inherent to the job—meaning they are always active behind the scenes. Both orange and blue abilities are immediately assigned to a character who selects the corresponding job class, no matter the character's job level.

Freelancer



STATUS

As your starting job, Freelancer has virtually no effect on your status. Assigning Freelancer to a character later in the game gives that character relatively neutral stats.

ABILITIES

Though they come stock with basic commands such as Attack, Freelancers have no job-specific abilities. After you master other jobs, though, you can assign the learned abilities to a Freelancer.

Generic, but Useful

For the first chunk of the game, all your party members will be Freelancers and have no special abilities. Though it's tempting to change to other jobs and never turn back, don't forget about the Freelancer job—it has its own perks. For instance, a Freelancer is not restricted to certain weapons and armor—he can equip anything. And a Freelancer has two slots open to assign commands and abilities—flexibility that is especially useful after you've mastered a few other job classes.

EQUIPMENT.

ALL WEAPONS ALL ARMOR

| Equip | Optimize | Unequip All | Equip |
|----------------|---------------|----------------|-----------|
| Right Hand | Murk Slasher | | Knife |
| Left Hand | Murk Shuriken | | Fencer |
| Head | Ribbon | | |
| Body | Dragon Veil | | Can equip |
| Accessory | Murk Sandals | | anything |
| | | | |
| Horn | | Strength | 50 |
| Dragon Bone | | Agility | 50 |
| Epic Silver | | Stamina | 50 |
| Holy Lance | | Magic | 50 |
| Dragon Scale | | Defense | 50 |
| Dragon Scale | | Evade | 50 |
| Vorchan's Bone | | Magic Defense | 20 |
| Excavator | | Equip Strength | 50 |

Freelancers are capable of wearing heavy armor and carrying powerful weapons. Use them to lead the charge at the front of the party.

Knight

LOCATION: WIND SHRINE (P. 34)

**STATUS**

| | |
|-----|-----|
| STR | +23 |
| AGL | +1 |
| STM | +20 |
| MGC | -14 |

ABILITIES

| LEARNED AT LEVEL | NAME | ABP | DESCRIPTION |
|------------------|---------------|-----|--|
| 1 | Cover | 10 | Take hits for allies who cannot protect themselves. |
| 2 | Guard | 30 | Completely absorb a direct physical attack. |
| 3 | Two-Handed | 50 | Use both hands when wielding swords, katanas, or axes to inflict twice the damage. |
| 4 | Equip Shields | 100 | Gain the ability to equip shields. |
| 5 | Equip Armor | 150 | Gain the ability to wear armor. |
| 6 | Equip Swords | 350 | Gain the ability to wield swords. |

In Shining Armor

A Knight's greatest asset is his ability to take a major beating. Knights are perfect front-row party members due to their high Attack and Defense stats, as well as their ability to equip the most-powerful weapons and armor in the game. In addition, Knights can come to the aid of weakened allies by using the Cover ability.

EQUIPMENT:

KNIVES, SWORDS, KNIGHT SWORDS, SHIELDS, HELMETS, ARMOR, LIGHT ARMOR, GLOVES



In the physical-attacks department, there's nothing stronger than a Knight assigned the Two-Handed ability and wielding a powerful sword.

Monk

LOCATION: WIND SHRINE (P. 34)

**STATUS**

| | |
|-----|-----|
| STR | +26 |
| AGL | +1 |
| STM | +26 |
| MGC | -23 |

ABILITIES

| LEARNED AT LEVEL | NAME | ABP | DESCRIPTION |
|------------------|------------|-----|--|
| * | Kick | — | Deliver a strong kick to multiple opponents. |
| 1 | Focus | 15 | Focus energies for a hit with twice the attack power. |
| 2 | Barehanded | 30 | Gain the same attack power as Monks when unarmed. |
| 3 | Chakra | 45 | Healing energies recover HP and cleanse the body of Poison and Darkness. |
| 4 | Counter | 60 | Automatically counter when hit by enemy attacks. |
| 5 | HP +10% | 100 | Increase maximum HP 10%. |
| 6 | HP +20% | 150 | Increase maximum HP 20%. |
| 7 | HP +30% | 300 | Increase maximum HP 30%. |

*This ability cannot be learned.

No Weapons Required

Monks can do some serious damage with nothing but their bare hands, making them incredibly useful against certain enemies. Monks also know the Counter ability, which causes them to fight back automatically after being struck by an enemy. A Monk's greatest weakness is his inability to equip heavy armor, though this can be rectified using a Knight's Equip Armor ability.

EQUIPMENT:

CAPS, LIGHT ARMOR, ARMLETS



A Monk's Focus command causes him to charge up his attack for an extra round, then strike the enemy with an superpowerful blow.

Thief

LOCATION: WIND SHRINE (P. 34)



| STATUS | |
|--------|-----|
| STR | +1 |
| AGL | +16 |
| STM | +2 |
| MGC | -6 |

ABILITIES

| LEARNED AT LEVEL | NAME | ABP | DESCRIPTION |
|------------------|---------------|-----|--|
| 1 | Find Passages | 10 | Detect hidden passageways. |
| 2 | Flee | 20 | Quickly escape from battle. You may be unable to escape from some enemies. |
| 3 | Sprint | 30 | Hold down the B Button while pressing the Control Pad to move twice as fast. |
| 4 | Steal | 50 | Steal treasure from an enemy. |
| 5 | Vigilance | 75 | Prevent back attacks. |
| 6 | Mug | 150 | Attack and steal from an enemy. |
| 7 | Artful Dodger | 300 | Gain the same Speed and Agility as a Thief. |

Sneaky Strategies

Thieves aren't great fighters, but they have their uses, most notably outside of battle. With a Thief in your party, every hidden passage will be revealed to you, giving you hints as to the locations of the game's most-secret items. Thieves also allow your party to move at four times the normal walking speed in nearly every town and dungeon. During battle, a Thief helps prevent attacks from behind, and (with the Flee ability assigned) gives your party a better chance at running away from battle.

EQUIPMENT:

KNIVES, SPECIAL CAPS, LIGHT ARMOR, ARMLETS



Study your bestiary to see which enemies have the rarest items. You can challenge some of these enemies over and over again, and use the Thief's Steal command to make some easy money.

White Mage

LOCATION: WIND SHRINE (P. 34)



STATUS

| | |
|-----|-----|
| STR | -7 |
| AGL | +1 |
| STM | 0 |
| MGC | +25 |

ABILITIES

| LEARNED AT LEVEL | NAME | ABP | DESCRIPTION |
|------------------|------------------|-----|--------------------------------------|
| 1 | White Magic (L1) | 10 | At level one, perform White magic. |
| 2 | White Magic (L2) | 20 | At level two, perform White magic. |
| 3 | White Magic (L3) | 30 | At level three, perform White magic. |
| 4 | White Magic (L4) | 50 | At level four, perform White magic. |
| 5 | White Magic (L5) | 70 | At level five, perform White magic. |
| 6 | White Magic (L6) | 100 | At level six, perform White magic. |
| 7 | MP +10% | 300 | Increase maximum MP by 10%. |

Party Support

White Mage is not the most glamorous job, but it is the most important job by far. These characters are masters of White-magic spells, and will be your main resource for healing the injured, curing the sick, and raising the dead. White Mages can also deal major damage using Holy magic late in the game.

EQUIPMENT:

STAFFS, ROBES, ARMLETS, MAGIC CAPS



A high-level White-magic spell called Arise will revive and heal a KO'd party member in one shot. Arise is a must-have for challenging the game's final bosses.

Black Mage

LOCATION: WIND SHRINE (P. 34)

**STATUS**

| | |
|-----|-----|
| STR | -9 |
| AGL | 0 |
| STM | -2 |
| MGC | +31 |

ABILITIES

| LEARNED AT LEVEL | NAME | ABP | DESCRIPTION |
|------------------|------------|-----|--------------------------------------|
| 1 | Black (L1) | 10 | At level one, perform Black magic. |
| 2 | Black (L2) | 20 | At level two, perform Black magic. |
| 3 | Black (L3) | 30 | At level three, perform Black magic. |
| 4 | Black (L4) | 50 | At level four, perform Black magic. |
| 5 | Black (L5) | 70 | At level five, perform Black magic. |
| 6 | Black (L6) | 100 | At level six, perform Black magic. |
| 7 | MP +30% | 450 | Increase maximum MP by 30%. |

Black-Magic Moments

Black Mages are the most powerful magic wielders in the game. Their magic is mostly elemental, and does massive damage to enemies that have elemental weaknesses. Higher-level Black-magic spells, such as Flare, have hefty casting costs, but Black Mages make up for it with high MP. Keep these characters in the back row, as they are vulnerable to all sorts of attacks.

EQUIPMENT:

KNIVES, RODS, ROBES, ARMLETS, MAGIC CAPS



A Black Mage excels at exploiting an enemy's weakness, no matter how obscure. When an enemy is weak to Poison, for instance, have the Black Mage cast Bio, then sit back and enjoy the show.

Bard

LOCATION: WIND SHRINE (P. 34)

**STATUS**

| | |
|-----|-----|
| STR | -8 |
| AGL | +8 |
| STM | -9 |
| MGC | +11 |

ABILITIES

| LEARNED AT LEVEL | NAME | ABP | DESCRIPTION |
|------------------|-------------|-----|--|
| 1 | Hide | 25 | Duck out of sight to avoid attacks. |
| 2 | Equip Harps | 50 | Gain the ability to equip harps. |
| 3 | Sing | 100 | Perform magical chants with different effects. |

A Song for Every Occasion

Bards are not the toughest bunch, but they can be effective in the right setting. Usually, Bards play a supporting role by using the Sing ability. You can find songs in various locations throughout the game, and they're great assets because they don't use any MP. It's important that you know what a particular song does before you use it, as many songs will continue to play throughout an entire battle, rendering your Bard unusable. If an enemy strikes the Bard, the song will end.

EQUIPMENT:

KNIVES, HARPS, ROBES, ARMLETS, MAGIC CAPS



The song "Requiem" is a bit of an anomaly. Unlike most other songs, it is an attack, and it works only on undead enemies. It is also incredibly powerful, and will affect multiple foes at a time. In a few dungeons, playing the "Requiem" song is necessary for survival.

Blue Mage

LOCATION: WIND SHRINE (P. 34)



| STATUS | |
|--------|-----|
| STR | -8 |
| AGL | +1 |
| STM | +3 |
| MGC | +23 |

ABILITIES

| LEARNED AT LEVEL | NAME | ABP | DESCRIPTION |
|------------------|----------|-----|---|
| 1 | Check | 10 | Check an enemy's HP. |
| 2 | Learning | 20 | Learn some monsters' special attacks. |
| 3 | Blue | 70 | Perform Blue magic. |
| 4 | Scan | 250 | See enemy's level, HP, weakness, and current condition. |

Magic School

Blue Mages can wield some of the most powerful magic in the game, but learning the best spells takes patience and commitment. You'll need to fight a wide variety of enemies. (For a complete list of monsters from which you can learn Blue-magic spells, see page 128.) Some Blue-magic spells, such as Level 4 Graviga, affect only enemies whose experience level is at a multiple of a certain number. To learn such a spell in battle, your own experience level must also be a multiple of the given number.

EQUIPMENT:

KNIVES, SWORDS, RODS, SHIELDS, CAPS, LIGHT ARMOR, ROBES, ARMLETS, MAGIC CAPS



Sometimes you'll run across Blue-magic spells that make Black-magic spells pale in comparison. One such spell—Aqua Breath—will work wonders for your party in the Desert of Shifting Sands. But you have to find the spell first! (See page 50.)

Time Mage

LOCATION: TOWER OF WALSE (P. 40)



STATUS

| | |
|-----|-----|
| STR | -5 |
| AGL | +2 |
| STM | -3 |
| MGC | +24 |

ABILITIES

| LEARNED AT LEVEL | NAME | ABP | DESCRIPTION |
|------------------|------------|-----|-------------------------------------|
| 1 | Time (L1) | 10 | At level one, perform Time magic. |
| 2 | Time (L2) | 20 | At level two, perform Time magic. |
| 3 | Time (L3) | 30 | At level three, perform Time magic. |
| 4 | Time (L4) | 50 | At level four, perform Time magic. |
| 5 | Time (L5) | 70 | At level five, perform Time magic. |
| 6 | Time (L6) | 100 | At level six, perform Time magic. |
| 7 | Equip Rods | 250 | Gain the ability to wield rods. |

Time and Time Again

Harnessing the power of time and space, Time Mages can cast spells with a wide variety of effects that range from helpful to incredibly harmful. Effectively putting Time-magic spells into play is a bit trickier than employing Black- or White-magic spells. Try casting Slowga on an enemy that attacks incessantly, or Hastega to speed up a particularly time-sensitive boss battle.

EQUIPMENT:

KNIVES, RODS, STAFFS, ROBES, ARMLETS, MAGIC CAPS



Though generally considered support characters, higher-level Time Mages can cast devastating spells like Graviga and Meteor.

Red Mage

LOCATION: TOWER OF WALSE (P. 40)



| STATUS | |
|--------|----|
| STR | +8 |
| AGL | +5 |
| STM | -6 |
| MGC | +8 |

| ABILITIES | | | |
|------------------|----------|-----|---|
| LEARNED AT LEVEL | NAME | ABP | DESCRIPTION |
| 1 | Red (L1) | 20 | At level one, perform White and Black magic. |
| 2 | Red (L2) | 40 | At level two, perform White and Black magic. |
| 3 | Red (L3) | 100 | At level three, perform White and Black magic. |
| 4 | Dualcast | 999 | At level four, perform two spells back-to-back. |

Multipurpose Magic-Users

Red Mages have the ability to cast both Black- and White-magic spells, depending on what the situation calls for. When the job first becomes available to your party, it will be very effective. But Red Mages will wear out their welcome by the time you reach World Two, as they cannot cast anything higher than level-three magic.

EQUIPMENT:

KNIVES, SWORDS, RODS, STAFFS, CAPS, LIGHT ARMOR, ROBES, ARMLETS, MAGIC CAPS



If your party is highly dependent on magic-users, learn the Red Mage's Dualcast ability. It takes a lot of battling to learn Dualcast, but the ability to cast two spells back-to-back is a huge asset.

Summoner

LOCATION: TOWER OF WALSE (P. 40)



| STATUS | |
|--------|-----|
| STR | -10 |
| AGL | -1 |
| STM | -1 |
| MGC | +33 |

| ABILITIES | | | |
|------------------|-------------|-----|--|
| LEARNED AT LEVEL | NAME | ABP | DESCRIPTION |
| 1 | Summon (L1) | 15 | At level one, summon magical beasts for aid. |
| 2 | Summon (L2) | 30 | At level two, summon magical beasts for aid. |
| 3 | Summon (L3) | 45 | At level three, summon magical beasts for aid. |
| 4 | Summon (L4) | 60 | At level four, summon magical beasts for aid. |
| 5 | Summon (L5) | 100 | At level five, summon magical beasts for aid. |
| 6 | Call | 500 | Call one magical beast randomly. |

Bring Forth the Beasts!

Although Summoners are definitely one-trick ponies, their power to summon beasts into battle is arguably the most formidable tool in the game. Summon effects range from beasts that will protect your party (such as Golem) to beasts that will devastate your enemy (such as Leviathan). You can buy Summon magic at certain shops, but the best Summons will come from secret bosses scattered throughout the worlds.



Some summoned beasts, like the Yellow Chocobo and Odin, have more than one attack, but you can't specify which one you want; it's luck of the draw.

EQUIPMENT:

KNIVES, RODS, ROBES, ARMLETS, MAGIC CAPS

Dancer

LOCATION: TOWER OF WALSE (P. 40)



| STATUS | |
|--------|-----|
| STR | +5 |
| AGL | +5 |
| STM | -10 |
| MGC | -5 |

ABILITIES

| LEARNED AT LEVEL | NAME | ABP | DESCRIPTION |
|------------------|---------------|-----|--|
| 1 | Flirt | 25 | Charm enemies to make them forget about attacking. |
| 2 | Dance | 50 | Perform dances that bewitch enemies. |
| 3 | Equip Ribbons | 325 | Gain the ability to equip Ribbons. |

Dancin' Machine

At first, the Dancer job is a chore to use. But once you level up a Dancer and equip the right weapons and armor, the job can be quite an asset. The Dance command has random effects, but sometimes you'll unleash a powerful attack called Sword Dance. When you find the Rainbow Dress armor, be sure to equip it to a Dancer—it will drastically increase the chance of performing a Sword Dance. Also, Dancers can equip the powerful Ribbon, which prevents most status affects. Once a character masters the Dancer job, he can assign the Equip Ribbons ability to another character.

EQUIPMENT:

KNIVES, CAPS, LIGHT ARMOR, ROBES, ARMLETS, MAGIC CAPS



Dancers are primarily support characters, but some dances affect enemies in amusing ways. One such dance—Flirt—causes enemies to lose focus and stop attacking your party for a time.

Berserker

LOCATION: TOWER OF WALSE (P. 40)



STATUS

| | |
|-----|-----|
| STR | +21 |
| AGL | -9 |
| STM | +25 |
| MGC | -23 |

ABILITIES

| LEARNED AT LEVEL | NAME | ABP | DESCRIPTION |
|------------------|------------|-----|---|
| 1 | Berserk | 100 | Continuously attack until all enemies have been defeated. |
| 2 | Equip Axes | 400 | Gain the ability to equip axes. |

Go Berserk

Berserkers are completely out of your control. They cannot be assigned command abilities, and they attack at will with whatever weapon is in their hands. Still, they do lots of physical damage to enemies. Berserkers are great for areas in which you're fighting the same enemies over and over again. But if you're up against an enemy that requires magic to take down, Berserkers are more of a nuisance than a help.

EQUIPMENT:

KNIVES, AXES, HAMMERS, SHIELDS, HELMETS, ARMOR, LIGHT ARMOR, GLOVES



Axes are the Berserkers' forte, but if you assign them the Equip Swords ability, they can inflict even more damage as they rage blindly.

Mystic Knight

LOCATION: TOWER OF WALSE (P. 40)

**STATUS**

| | |
|-----|-----|
| STR | +14 |
| AGL | +14 |
| STM | +14 |
| MGC | -1 |

ABILITIES

| LEARNED AT LEVEL | NAME | ABP | DESCRIPTION |
|------------------|-----------------|-----|---|
| 1 | Magic Shell | 10 | Automatically cast Shell when near KO. |
| 2 | Spellblade (L1) | 20 | At level one, enchant weapons with different magic. |
| 3 | Spellblade (L2) | 30 | At level two, enchant weapons with different magic. |
| 4 | Spellblade (L3) | 50 | At level three, enchant weapons with different magic. |
| 5 | Spellblade (L4) | 70 | At level four, enchant weapons with different magic. |
| 6 | Spellblade (L5) | 100 | At level five, enchant weapons with different magic. |
| 7 | Spellblade (L6) | 400 | At level six, enchant weapons with different magic. |

Otherworldly Weapons

Not only can Mystic Knights equip fairly hefty swords and armor, but they can infuse their swords with certain Black- and White-magic spells. This fusion of magic and physical attacks can be incredibly potent once your job level is at around level five—high enough to infuse your blade with powerful advanced spells. At that point, you'll likely want to lend the Spellblade ability to another job class.

EQUIPMENT:

KNIVES, SWORDS, SHIELDS, HELMETS, ARMOR, LIGHT ARMOR, GLOVES



When used against an enemy's elemental weakness, the Spellblade ability can inflict much damage. The downside is that it takes an extra round to charge up the infusion.

Beastmaster

LOCATION: KARNAK CASTLE (P. 44)

**STATUS**

| | |
|-----|-----|
| STR | +13 |
| AGL | +1 |
| STM | +8 |
| MGC | -3 |

ABILITIES

| LEARNED AT LEVEL | NAME | ABP | DESCRIPTION |
|------------------|-------------|-----|----------------------------------|
| 1 | Calm | 10 | Calm magic beasts. |
| 2 | Control | 50 | Take control of a monster. |
| 3 | Equip Whips | 100 | Gain the ability to wield whips. |
| 4 | Catch | 300 | Capture a weakened monster. |

Beasts of the Field

A Beastmaster has the unique ability to capture monsters, then unleash them on enemies at will. This technique can be trying, as a creature's health must be near zero before you can catch it. The rare Kornago Gourd item (found in Quelb) is a must-have for aspiring Beastmasters—it will dramatically increase the likelihood of a successful catch.

EQUIPMENT:

KNIVES, WHIPS, CAPS, LIGHT ARMOR, ARMLETS



When a Beastmaster learns the Control ability, he can take the reins of an enemy on the battlefield and pit it against its former allies.

Geomancer

LOCATION: KARNAK CASTLE (P. 44)

| STATUS | |
|--------|-----|
| STR | +4 |
| AGL | +2 |
| STM | +4 |
| MGC | +24 |

| Abilities | | | |
|------------------|------------|-----|---|
| Learned at Level | Name | ABP | Description |
| 1 | Gaia | 25 | Attack enemies by channeling the power of the surrounding area. |
| 2 | Light Step | 50 | Avoid damage on floors with harmful effects. |
| 3 | Find Pits | 100 | Detect holes in the floor. |



Become One with Nature

A Geomancer can use the nature-harnessing Gaia ability right out of the gates, which will be fairly effective when fighting on the overworld map. It's worth the effort to level up a Geomancer: it's the easiest class to master, and its last two abilities—Light Step and Find Pits—will save you some major headaches in dungeons.

EQUIPMENT:

KNIVES, BELLS, ROBES, ARMLETS, MAGIC CAPS



A Geomancer's Gaia ability will channel the power of the sea when he's fighting on your ship's deck.

Ninja

LOCATION: KARNAK CASTLE (P. 44)

| STATUS | |
|--------|-----|
| STR | +15 |
| AGL | +14 |
| STM | +3 |
| MGC | -10 |

| Abilities | | | |
|------------------|--------------|-----|---|
| Learned at Level | Name | ABP | Description |
| 1 | Smoke | 10 | Use the confusion of a smoke bomb to escape from most enemies without them even noticing. |
| 2 | Image | 30 | Create illusions to absorb two direct physical attacks. |
| 3 | First Strike | 50 | Increase the chances of having the first attack. |
| 4 | Throw | 150 | Toss weapons at enemies. Scrolls and shuriken can be thrown as well. |
| 5 | Dual-Wield | 450 | Carry, and attack with, a weapon in each hand. Bows and harps cannot be dual-wielded. |



Fight Like a Ninja

Ninjas can wield two weapons at once. Combine this fact with their high Agility (which allows them to attack more frequently) and their inherent First Strike ability, and you've got a very deadly attacker. A Ninja's inability to wear heavy armor leaves the job class vulnerable to powerful enemies, so try giving the Ninja the command ability Image—he'll evade a number of attacks.

EQUIPMENT:

KNIVES, NINJA SWORDS, SPECIAL WEAPONS, CAPS, LIGHT ARMOR, ARMLETS

| Equip | Optimize | Equip |
|---|--------------------|----------|
| Weapon | Unequip All | |
| Right Hand | Assassin's Katanas | Knife |
| Left Hand | Assassin's Katanas | Ninja |
| Head | Black Cowl | Scorpion |
| Body | Dragon Veil | |
| Accessory | Hunting Standard | |
| | | |
| Chicken Knife | Strength | 40 |
| Biting Sun | Agility | 46 |
| Twin Lance | Dodge | 27 |
| Air Knife | Speed | 27 |
| Dragon Scale | Attack | 160 |
| Kodachi | Defense | 26 |
| Dragon Scale Dag | Magical Defense | 26 |
| Ham Sausage | Equip Weight | 4 |
| | | |
| Throwing weapon with a jagged, sharp blade. | | |

With mighty weapons in each of a Ninja's hands, you can often defeat an enemy before it can even get a hit in on your party.

Ranger

LOCATION: KARNAK CASTLE (P. 44)

**STATUS**

| | |
|-----|-----|
| STR | +16 |
| AGL | +12 |
| STM | +1 |
| MGC | -5 |

ABILITIES

| LEARNED AT LEVEL | NAME | ABP | DESCRIPTION |
|------------------|------------|-----|--------------------------------------|
| 1 | Animals | 15 | Gain the aid of woodland friends. |
| 2 | Aim | 45 | Raise the accuracy of attacks. |
| 3 | Equip Bows | 135 | Gain the ability to equip bows. |
| 4 | Rapid Fire | 405 | Perform four weaker attacks at once. |

Straight-Shooters

Rangers are all about the bow and arrow. Put them in the back row, where they will do damage consistently—especially when using the Aim command, which secures a direct hit. A Ranger can't don most armor, so it will be up to your stronger party members to protect their sharp-shooting ally. Still, it's worth leveling up at least one of your characters in the Ranger job class to be sure you'll have the Rapid Fire ability at your disposal.

EQUIPMENT:

KNIVES, BOWS, CAPS, ARMLETS



Rapid Fire, an ability that allows a character to fire four shots, is a great resource that goes beyond Rangers. Experiment with assigning Rapid Fire to other job classes—the results may surprise you.

Chemist

LOCATION: RONKA RUINS (P. 52)

**STATUS**

| | |
|-----|----|
| STR | +2 |
| AGL | +3 |
| STM | +6 |
| MGC | -4 |

ABILITIES

| LEARNED AT LEVEL | NAME | ABP | DESCRIPTION |
|------------------|--------------|-----|--|
| 1 | Pharmacology | 15 | Use knowledge of medicines to double the potency of potions and ethers. |
| 2 | Mix | 30 | Combine items to create concoctions that can be consumed in battle to augment stats or harm enemies. |
| 3 | Drink | 45 | Drink special medicines to increase stats during battle. |
| 4 | Recover | 135 | Restore from various conditions. |
| 5 | Revive | 405 | Restore a KO'd ally to fighting form. |

Mix and Match

At first, Chemists don't have much use aside from making recovery items more effective. But once they reach job level two and learn the Mix ability, a whole new world opens up for them. With the right ingredients, Chemists can mix some nasty brews midbattle, and unleash them on enemies for major damage. Once a Chemist masters his job, he can learn the all-powerful Revive skill.

EQUIPMENT:

KNIVES, STAFFS, CAPS, LIGHT ARMOR, ROBES, ARMLETS, MAGIC CAPS



When you run across an item and you have no idea what it's for (such as Dark Matter), don't sell it immediately. These items can be incredibly valuable to a Chemist.

Dragoon

LOCATION: RONKA RUINS (P. 52)



STATUS

| | |
|-----|-----|
| STR | +28 |
| AGL | +5 |
| STM | +15 |
| MGC | -12 |

ABILITIES

| LEARNED AT LEVEL | NAME | ABP | DESCRIPTION |
|------------------|--------------|-----|--|
| 1 | Jump | 10 | Jump to deliver a powerful attack from above. Power is doubled when a spear is equipped. |
| 2 | Lance | 150 | Strike with Dragoon powers to drain HP and MP. |
| 3 | Equip Lances | 400 | Gain the ability to wield spears. |

Lance a Lot

Dragoons are heavy-duty characters, and masters of the lance. If you find a powerful lance on your journey, put it in the hands of a Dragoon to inflict some major physical damage. A Dragoon can also use the Jump command, which sends him offscreen for a bit; when he returns, he crashes down on an enemy.

EQUIPMENT:

KNIVES, LANCES, SHIELDS, HELMS, ARMOR, LIGHT ARMOR, GLOVES



The Jump command has two purposes: It increases the potential damage to an enemy, and it puts one of your characters offscreen for a while, where he can take no damage. Keep an eye out for enemies that can sabotage a Jump attempt, though.

Samurai

LOCATION: RONKA RUINS (P. 52)



STATUS

| | |
|-----|-----|
| STR | +19 |
| AGL | +2 |
| STM | +19 |
| MGC | -12 |

ABILITIES

| LEARNED AT LEVEL | NAME | ABP | DESCRIPTION |
|------------------|--------------|-----|---|
| 1 | Mineuchi | 10 | Stun enemies by smacking them with a blade's dull side. |
| 2 | Zeninage | 30 | Damage all enemies by tossing gil. |
| 3 | Shirahadori | 60 | Catch and stop enemy attacks. |
| 4 | Equip Katana | 180 | Gain the ability to wield katanas. |
| 5 | Iainuki | 540 | Unleash an attack that hits all enemies in an instant. |

Way of the Samurai

If used well, Samurai can be one of the game's most powerful job classes. Samurais are masters of the short sword and the katana, and have a high chance of striking critical blows. They evade physical attacks better than most jobs do. And to top it off, they can equip heavy armor and hold their own on the front line.

EQUIPMENT:

KNIVES, KATANAS, SHIELDS, HELMETS, ARMOR, LIGHT ARMOR, GLOVES



A Samurai's powerful Zeninage attack is bittersweet: it costs a lot of gil, but it can get you out of tight situations, especially during multi-enemy boss battles.

Mime

LOCATION: FORK TOWER (P. 79)



| STATUS | |
|--------|---|
| STR | 0 |
| AGL | 0 |
| STM | 0 |
| MGC | 0 |

ABILITY

| LEARNED AT LEVEL | NAME | ABP | DESCRIPTION |
|------------------|-------|-----|----------------------------------|
| 1 | Mimic | 999 | Mimic an ally's previous action. |

Copycat Tactics

Mimes are an odd bunch. They have only one command: Mimic. This command simply copies whatever action the previous party member took in battle. Also, Mimes can assign three abilities learned by other job classes. If you've mastered a handful of job classes then you assign your most powerful abilities to a Mime, he will be a force to be reckoned with.

EQUIPMENT:

KNIVES, RODS, STAFFS, ALL ARMOR EXCEPT DANCER-SPECIFIC EQUIPMENT



A Mime simply copies the action of the party member before him in battle. So if a character casts a spell, select Mimic to have the Mime cast that same spell, but with no MP cost.

Cannoneer

LOCATION: THE "???" CAVE (P. 88)



STATUS

| | |
|-----|----|
| STR | +9 |
| AGL | +6 |
| STM | +6 |
| MGC | +4 |

ABILITIES

| LEARNED AT LEVEL | NAME | ABP | DESCRIPTION |
|------------------|-----------|-----|--|
| 1 | Open Fire | 50 | Shoot one enemy. |
| 2 | EXP Up | 150 | Gain one and a half times the experience per battle. |
| 3 | Combine | 300 | Mix and fire off explosives that damage all enemies. |

Pass the Ammunition

A Cannoneer fires ranged attacks at enemies by using ammunition. You can purchase three types of ammunition from the wandering salesman: Buckshot, Blastshot, and Blitzshot. Each of these has different effects. Once a Cannoneer learns the Combine ability, you can combine rounds of ammunition with an item from your inventory, and unleash the concoction on all enemies.

EQUIPMENT:

KNIVES, SWORDS, SHIELDS, CAPS, LIGHT ARMOR, ROBES, ARMLETS, MAGIC CAPS



The Combine ability can have a number of effects on enemies, depending on which item you combine with the ammunition. See page 105 for a complete list of Combine attacks.

Gladiator

FROM: THE “???” CAVE (P. 88)



| STATUS | |
|--------|-----|
| STR | +26 |
| AGL | +14 |
| STM | +3 |
| MGC | -14 |

| ABILITIES | |
|------------------|--|
| LEARNED AT LEVEL | NAME |
| 1 | Lure |
| 2 | Finisher |
| 3 | Long Reach |
| 4 | Bladeblitz |
| ABP | DESCRIPTION |
| 30 | Attract enemies' hits. |
| 70 | Powerful strike that attacks an enemy's weak point for massive damage. |
| 150 | Attack enemies at full power from the back row, no matter the weapon. |
| 450 | Attack all enemies. |

Go Big, Go Fast

Gladiators are rough, tough warriors that can equip all kinds of weapons and attack at blazing speed. Their Finisher command doesn't always connect, but when it does, it lives up to its name. In general, Gladiators are just great physical attackers. Master this job to learn Bladeblitz, which allows a Gladiator to attack every enemy at once with whatever weapon the Gladiator is wielding.

EQUIPMENT:

KNIVES, SWORDS, KNIGHT SWORDS, SPEARS, AXES, BOWS, SHIELDS, HELMETS, ARMOR, LIGHT ARMOR, GLOVES



A Gladiator's ability to wield the most powerful weapons, combined with the Bladeblitz ability, can make for some ridiculously effective physical attacks.

Oracle

LOCATION: THE “???” CAVE (P. 88)



| STATUS | |
|--------|-----|
| STR | -9 |
| AGL | -1 |
| STM | -4 |
| MGC | +36 |

| ABILITIES | |
|------------------|---|
| LEARNED AT LEVEL | NAME |
| 1 | Condemn |
| 2 | Predict |
| 3 | ABP Up |
| 4 | Read Ahead |
| ABP | DESCRIPTION |
| 20 | Sentence a target to the effects of different spells. |
| 50 | Foretell cataclysms. |
| 150 | Gain one and a half times the ABP per battle. |
| 300 | Easily evade enemies. |

Look into the Future

Oracles are magic users that can foretell phenomena that will befall either you or your enemies. This plays out through the Predict ability—when you select it, you'll learn of some cataclysmic event, then a countdown will begin before the event's effects come raining down on your enemy (and sometimes you). A master of the Oracle class will learn a useful ability called Read Ahead, which greatly minimizes monster encounters.

EQUIPMENT:

STAFFS, ROBES, ARMLETS, MAGIC CAPS



In addition to many unique spells, Oracles have the highest Magic status of anyone in the game. Using an Oracle and assigning a magic ability such as Black or Summon is a wise move.



Walkthrough

Understanding the Walkthrough



This guide covers every aspect of the game, down to the smallest detail. The sample below shows you how to read the information so you can get the most out of the strategies.

REGION MAP

The region map gives you an idea of where each area lies on the world map and shows a small, zoomed-in portion of the world map.

SHOP LISTS

Most towns have multiple shop locations for different types of inventory. The shop locations are labeled on the map, and we've broken down each shop's inventory in corresponding tables.



MAP KEY

1

Numbered map callouts correspond to strategy tips.

A

Pairs of lettered map callouts indicate interconnected spots on the map, such as doors and stairways.



Red dots show hidden passages that you can make visible by using a Thief's Find Passages ability.

ENTRANCE

EXIT

Black boxes mark an area's entrance and exit.

BROADSWORD

Treasures are labeled on the map using boxes like this. (A yellow M icon signifies that you must fight a monster to claim the prize.)

WING RAPTOR

Red boxes indicate boss locations.

WEAPON

Labels like this indicate the locations of weapon, armor, and magic shops on the map.

S

This icon indicates a save point.

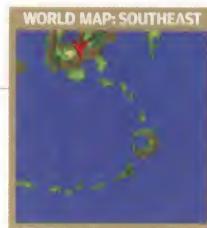
BOSS BATTLES

These boxes reveal strategy specific to a dungeon's boss, showing the boss's statistics and weaknesses.

Tycoon Meteorite



Our adventure begins as the Wind Crystal shatters and a mysterious meteorite crashes into the earth, bringing together three unlikely heroes—Bartz, Lenna, and Galuf. Before leaving the meteor's crash site, follow the hidden path in the southeast corner for a complimentary Phoenix Down.



MONSTER

| NAME | HP | WEAK VS. |
|--------|----|----------|
| Goblin | 16 | — |

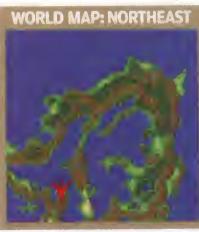
1 A Helping Hand

When you enter the crash site, you'll have to save Lenna from a pair of Goblins. The simple encounter will give you a first look at the turn-based battle system. When you've dealt with the Goblins, find Galuf then follow him and Lenna to the overworld. There, you'll be reunited with your Chocobo, Boko. Head northwest to fight more Goblins and join Lenna and Galuf.

Passage to Pirates' Hideout



After rescuing Lenna and Galuf, lead your newly formed party north to the cave entrance. A quick trip through the cave will reveal a pirate hideout, where you'll meet your fourth party member, Faris, and your quest will truly begin.



LEVEL 1



LEVEL 2



LEVEL 3



1 Hop in the Bath

On the cave's first map, you'll find a recovery spring near the exit. Enter the water to heal your party completely, cure all status ailments, and revive fallen allies. Staying near a recovery spring and fighting random enemies is a great way to earn experience.

2 Supersecret Switch

On the cave's second map, hit the skull-shaped switch near the closed-off passageway to trigger an opening to the next area.

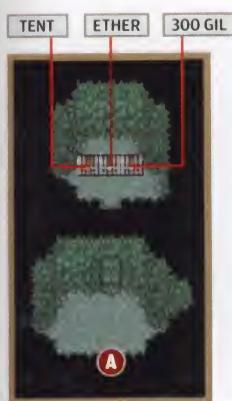
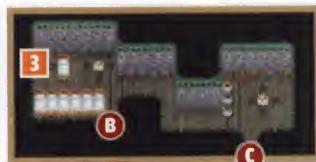
MONSTERS

| NAME | HP | WEAK VS. |
|------------|----|----------|
| Devil Crab | 16 | Ice |
| Steel Bat | 20 | - |
| Stroper | 20 | - |

Pirates' Hideout



Faris's rambunctious pirates reside in an underground hideout. Upon your first visit to the hideout, most of the area is blocked off—there's nothing to do but head to the ship. After Faris bids farewell to his compadres in Tule, return to the hideout by sailing around the cove to the southeast and entering through the cave. A pirate near the bridge will give you eight Potions as a farewell gift.



1 Aid from Faris

Upon entering the Pirates' Hideout for the first time, head across the bridge to board the pirate ship. You'll find the ship's deck empty. Head straight for the helm and Press A to trigger a cut-scene. After throwing you in the brig, Faris reconsiders and joins your party, giving you access to the high seas. Your next stop is the Wind Shrine to the north.

2 A Hidden Passageway

The switch just west of the entrance opens a passage in another room that leads to treasure. To reach the passage and receive the goodies, you'll have to return to the hideout after Faris joins your party.

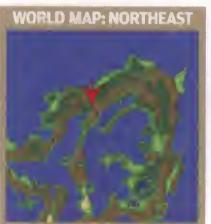
3 Injured Little Buddy

If you're worried about your Boko, whom you left behind at the cave entrance . . . well, you should be. Boko disobeyed orders and followed you into the monster-infested cave. A return visit to the pirate hideout will reveal that Boko was in fact injured, but is now in the capable hands of the resident pirate doctor.

Wind Shrine



nce Faris joins your party, he'll guide you by boat to the Wind Shrine. (You can first visit the town of Tule by boat to stock up on Potions, weapons, and armor.) The once-peaceful shrine is now crawling with monsters—your party must fight its way to the top floor to find Lenna's father and learn what destiny awaits the Warriors of Light.



MONSTERS

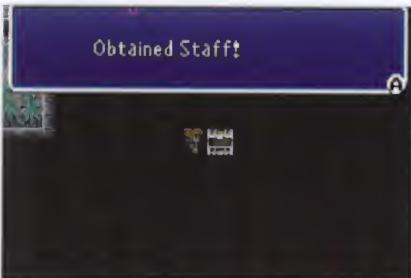
| NAME | HP | WEAK VS. |
|---------------|----|----------|
| Black Goblin | 20 | — |
| Mani Wizard | 20 | — |
| Moldwynd | 20 | — |
| White Serpent | 25 | Ice |

1 Visit the King

Just left of the Wind Shrine entrance, enter the room to speak with King Tycoon's men and learn your mission. The pot in the lower portion of the room will restore your party's health and revive KO'd allies, while the soldier next to it will give you five Potions to take on your quest.

2 Staff Contact

After defeating the Wing Raptor, head up the stairs to the Wind Shrine's fourth floor. At first glance, the floor appears to be devoid of treasure; but a secret passage in the southeast corner of the room will prove otherwise. Follow the dark path starting in the room's southeastern corner to fetch a free Staff.

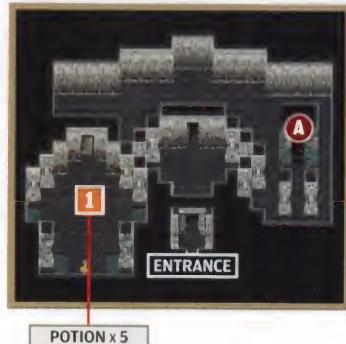


The Staff will not be an effective weapon in the Wind Shrine, but it will be useful when you learn to change jobs.

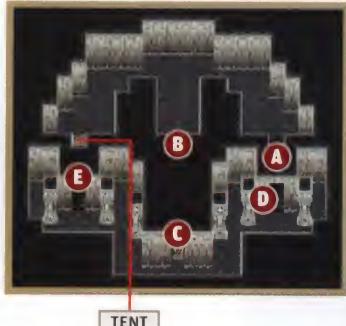
3 Six New Job Classes

On the top floor of the Wind Shrine, you'll find the Wind Crystal broken into six fragments, each representing a job class that any of your four party members can assign. This first set of jobs includes Knight, Monk, Thief, White Mage, Black Mage, and Blue Mage. Understanding the job-changing system is vital to your success, so listen to the Chocobo's tutorial carefully, and experiment often with jobs and abilities. (See pages 16-30 for detailed information regarding jobs and abilities.)

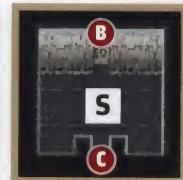
1ST FLOOR



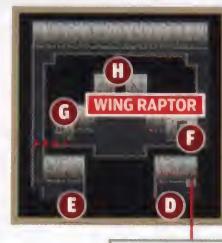
2ND FLOOR



2ND FLOOR



3RD FLOOR



3RD FLOOR



3RD FLOOR



BROADSWORD

4TH FLOOR



STAFF

► Wing Raptor

The Wing Raptor is camped out near the entrance to the fourth floor, and is fairly easy to defeat—with the right weapons, that is. Attack the beast with Broadswords while its wings are open. When it closes its wings, leave it alone or you'll meet with a nasty counterattack. Use the downtime to give healing Potions to injured party members.

A fierce talon swipe will meet those.



The beastly bird's Breath Wings attack will do damage to the entire party. Try to take out the Wing Raptor before it can use the attack. You'll earn a valuable Phoenix Down for the win.

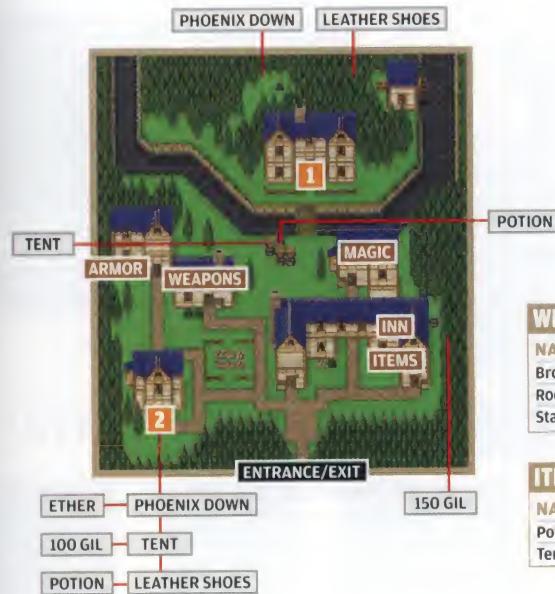
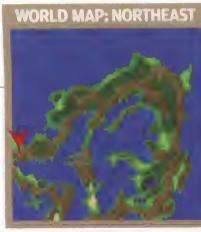
STATUS

| HP | 250 |
|----------|-----|
| EXP | — |
| Gil | — |
| STR | 7 |
| DEF | — |
| Weak Vs. | — |

Tule



You can visit the lively town of Tule as soon as you have access to the high seas. Your main reason for visiting Tule will be to obtain the key to Torna Canal from Zok, but you can also talk to the townspeople, rest at the inn, and stock up on supplies at the town's four shops.



1 Key to Torna Canal

Zok, an old family friend of Lenna's and builder of the Torna Canal, lives in the north part of town. At first, Zok will claim that he lost the key to the canal, but after a good night's sleep, he'll hand it over reluctantly.

2 Learning Is Fun

Greenhorn's Club, in the southwest corner of town, is chock-full of treasure and information. If you're still a little hazy regarding jobs and abilities, speak with the old folks inside for a refresher course.

| WEAPONS | |
|------------|-------|
| NAME | PRICE |
| Broadsword | 280 |
| Rod | 200 |
| Staff | 200 |

| ITEMS | |
|--------|-------|
| NAME | PRICE |
| Potion | 40 |
| Tent | 250 |

| ARMOR | |
|----------------|-------|
| NAME | PRICE |
| Leather Armor | 80 |
| Leather Cap | 50 |
| Leather Shield | 90 |

| MAGIC | |
|----------|-------|
| NAME | PRICE |
| Blizzard | 150 |
| Cure | 180 |
| Fire | 150 |
| Libra | 80 |
| Poison | 90 |
| Thunder | 150 |

Torna Canal

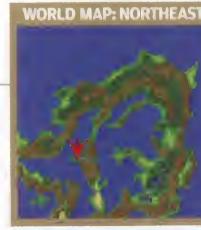


Due east of Tule, you'll find Torna Canal. Use Zok's key to enter, then make the quick journey through the canal by boat. Before you know it, your boat will get caught in a whirlpool, and you'll battle Karlabos from the ship's deck.

RECOMMENDED JOBS:

WHITE MAGE, BLACK MAGE

Purchase Lightning magic from the shop in Tule, and change one party member to a Black Mage to use it.



MONSTERS

| NAME | HP | WEAK VS. |
|------------|----|-----------|
| Octokraken | 60 | — |
| Sucker | 50 | Lightning |

→ Karlabos

Karlabos is best defeated using Thunder magic from a Black Mage, though it is not the only way to take the beast down. Have a White Mage on hand for healing, and watch out for Karlabos's Tail Screw attack, which diminishes its victim's HP.



STATUS

| | |
|----------|-----------|
| HP | 650 |
| EXP | — |
| Gil | — |
| STR | 10 |
| DEF | — |
| Weak Vs. | Lightning |

Ship Graveyard



In case the Ship Graveyard's monsters are overwhelming you, there are two spots in which you can rest any time to replenish health—one on your own ship, and another near the save point. Before leaving, be sure to pick up the World Map item in the room just before the three chests.



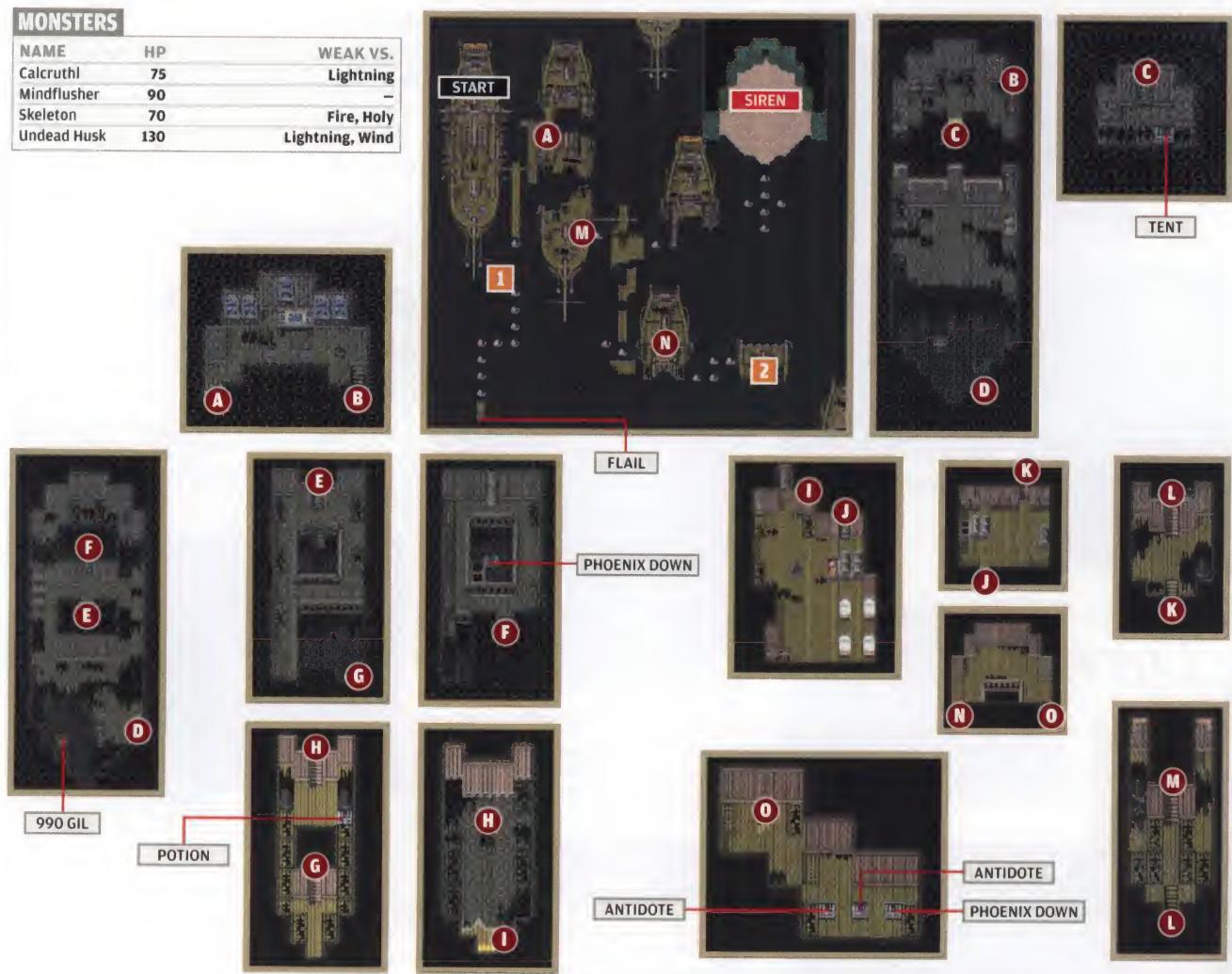
RECOMMENDED JOB:

WHITE MAGE

A White Mage (or someone who has the White ability) will prove invaluable in the Ship Graveyard. Not only can he heal injured party members, but he can cast Cure on certain enemies (including the boss) to inflict damage.

MONSTERS

| NAME | HP | WEAK VS. |
|-------------|-----|-----------------|
| Calcruthl | 75 | Lightning |
| Mindflusher | 90 | — |
| Skeleton | 70 | Fire, Holy |
| Undead Husk | 130 | Lightning, Wind |



1 Flail Around

Step south to the end of the plank. It will look like a dead end, but if you take a leap of faith, a rock path that leads to a Flail will rise.

2 Chest Rising

The treasure chest near the end of the ship graveyard does not include any treasure, but opening it will trigger the remainder of the ship you're on to rise from the water, clearing a path to shore.

► Siren

The Siren will change between two forms. While she's in her first form, pummel her with physical attacks. When she changes to her undead form, cast Cure and Fire for massive damage, and have your non-magic-users heal by using Potions.



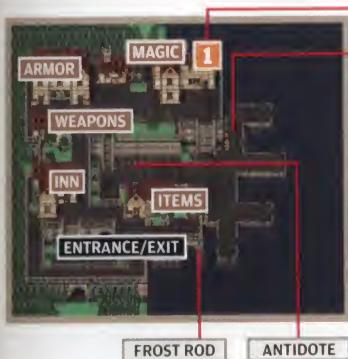
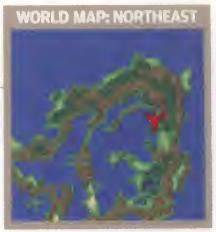
STATUS

| | |
|----------|-----|
| HP | 900 |
| EXP | — |
| Gil | — |
| STR | 15 |
| DEF | — |
| Weak Vs. | — |

Carwen



The town of Carwen will be a relief after your long journey through the ship graveyard—but your stay will be short. After you stock up on supplies, rest at the inn, and speak with the man in the pub, it's onward to North Mountain. Since the northeast dock is not accessible on your first visit, be sure to return to Carwen later to pick up the 1,000 gil.



1,000 GIL

COTTAGE

MAGIC

| NAME | PRICE |
|----------|-------|
| Blizzard | 150 |
| Cure | 180 |
| Fire | 150 |
| Poisona | 90 |
| Protect | 280 |
| Silence | 280 |
| Sleep | 300 |
| Thunder | 150 |

ITEMS

ITEMS

| NAME | PRICE |
|---------------|-------|
| Antidote | 30 |
| Eye Drops | 20 |
| Gold Needle | 150 |
| Maiden's Kiss | 60 |
| Mallet | 50 |
| Phoenix Down | 1,000 |
| Potion | 40 |
| Tent | 250 |

WEAPONS

1 Dragon Spotting

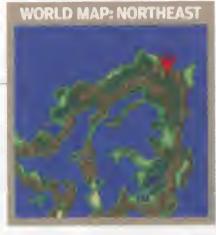
A man on the second floor of the pub swears he saw a dragon near North Mountain. Knowing that this is really Hiryu, King Tycoon's Wind Drake, your next destination is now clear.

| NAME | PRICE |
|----------------|-------|
| Bronze Armor | 400 |
| Bronze Helm | 250 |
| Bronze Shield | 290 |
| Copper Cuirass | 350 |
| Cotton Robe | 300 |

North Mountain



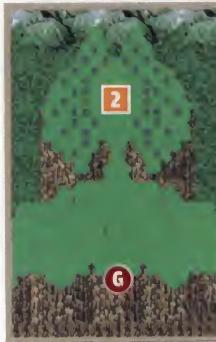
Although the view is stunning, North Mountain is no walk in the park. Monsters are everywhere, including a nasty pair of bosses near the peak. But scaling the mountain successfully will earn you lots of experience, and a new means of travel on the overworld map.



RECOMMENDED JOBS:

BLACK MAGE, THIEF

Lightning and Fire from a Black Mage will be useful against the monsters of North Mountain, as will the unique abilities of a Thief.



1 Pass on Grass

As you get closer to the summit of North Mountain, you'll start seeing bits of purple foliage here and there. These plants will poison and damage your party members severely, so avoid them like the plague.

2 I Believe I Can Fly

After you defeat Magissa and Forza, head to the highest level of North Mountain to find King Tycoon's injured Wind Drake, Hiryu. Lenna will save the beast, then it will lend you its wings for air travel.

MONSTERS

| NAME | HP | WEAK VS. |
|------------|-----|-----------|
| Cockatrice | 100 | — |
| Gaelicat | 100 | — |
| Headstone | 50 | Lightning |
| Rock Slug | 120 | Fire |

Magissa / Forza

Because they have no particular weaknesses, the creepy husband and wife are best dealt with using strong magic and attacks. As soon as Magissa summons Forza, focus your attacks on him—he's far more destructive than she.



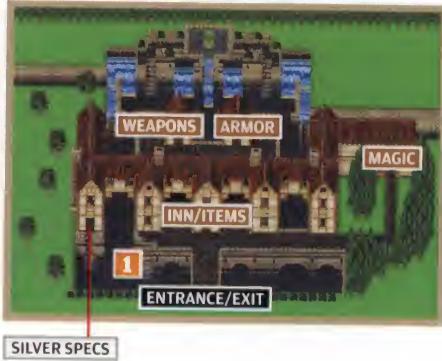
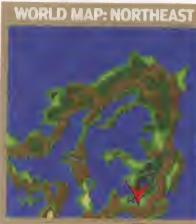
STATUS

| | |
|----------|-----------|
| HP | 650 / 850 |
| EXP | — |
| Gil | — |
| STR | 14 / 14 |
| DEF | — / 3 |
| Weak Vs. | — |

Walse



Everything runs on water in the town of Walse, but at a cost. The king is abusing the power of the Water Crystal, and he must be reasoned with before it shatters like the Wind Crystal did. Before going to the castle to meet with the king, explore Walse and visit the shops to stock up on necessities.



| WEAPONS | |
|------------|-------|
| NAME | PRICE |
| Battle Axe | 650 |
| Dagger | 300 |
| Long Sword | 480 |

| ARMOR | |
|-------------|-------|
| NAME | PRICE |
| Cotton Robe | 300 |
| Iron Armor | 500 |
| Iron Helm | 350 |
| Iron Shield | 390 |
| Kenpo Gi | 450 |

| MAGIC | |
|---------|-------|
| NAME | PRICE |
| Chocobo | 300 |
| Haste | 320 |
| Mute | 320 |
| Regen | 100 |
| Remora | 250 |
| Slow | 80 |
| Sylph | 350 |

| ITEMS | |
|---------------|-------|
| NAME | PRICE |
| Antidote | 30 |
| Eye Drops | 20 |
| Gold Needle | 150 |
| Maiden's Kiss | 60 |
| Mallet | 50 |
| Phoenix Down | 1,000 |
| Potion | 40 |
| Tent | 250 |

1 Take a Dip

Just to the left of the entrance to Walse, use the stairs and wade through the water to the house next door. In a pot, you'll find the Silver Specs, a valuable accessory that prevents Darkness when equipped.

Castle Walse

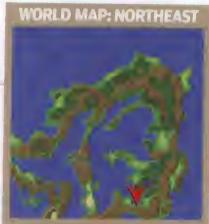


ing Walse's castle is your next stop on your quest to save the crystals. On your first visit to Castle Walse, many of the castle's secrets will be beyond your skills. Your best course of action is to simply speak with the king, and return to the castle at a later time to explore its depths.

RECOMMENDED JOBS:

BLACK MAGE, SUMMONER

A Black Mage's ability to cast Fira will be useful in defeating Shiva, as will just about any Summon from a Summoner.



MONSTERS

| NAME | HP | WEAK VS. |
|---------------|-----|----------|
| Elf Toad | 160 | Ice |
| Ice Commander | 600 | Fire |
| Ice Soldier | 160 | Fire |
| Jackanapes | 666 | - |

1 An Audience with the King

Though his intentions are good, King Walse is putting the Water Crystal in danger by amplifying its power. Head to the king's chamber to speak with him—he won't be receptive at first, but a giant meteorite falling from the sky will cause him to change his tune. Follow the king to the Tower of Walse (see page 40), and return to the castle afterward.

2 Beware the Werewolf

Down in Castle Walse's jail, a locked-up werewolf will ask you to release him—don't be fooled. You will gain nothing for your kindness but a brief stint in prison yourself. Also, releasing the wolf would come back to haunt you later in the game—you'd miss out on certain treasures (such as the Blitz Whip in Jachol Cave) because the wolf got to them first.

3 Avoiding Death

The treasure-filled room through the door marked H contains a major obstacle that goes by the name Jackanapes. The powerful monster will try his best to keep you from getting your hands on the room's treasure. Jackanapes is beatable, but not on your first visit to Castle Walse. To get the treasure without fighting Jackanapes, use the Thief's Flea ability repeatedly—Jackanapes won't be able to get a hit in.

4 The Path to Shiva

Castle Walse is home to Shiva, a monstrous ice goddess that will grant you the power to summon her—if you can defeat her first, that is. Attempting to fight Shiva before your party can cast Level 2 Fire magic will likely prove disastrous. Your best bet is to return to the castle a little later in the game, when your party is around level 12—you shouldn't have a problem defeating her then. To reach Shiva's lair, you must travel through the castle's Watertower. To get to the Watertower, follow map points A, B, C, and D to the secret entrance under the waterfall.



THRONE ROOM



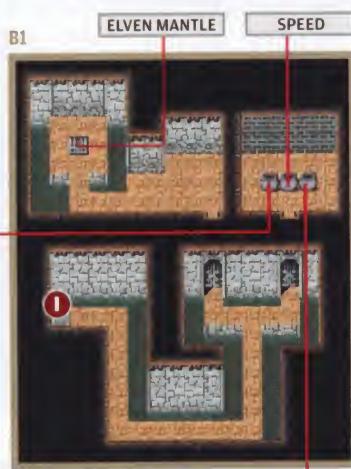
KING'S CHAMBER



1ST FLOOR



1,000 GIL



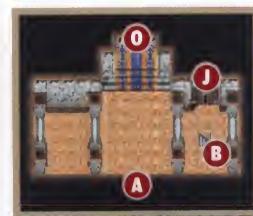
3RD FLOOR



3RD FLOOR



2ND FLOOR



WATERTOWER – 1ST FLOOR



WATERTOWER – 2ND FLOOR



WATERTOWER – 3RD FLOOR



WATERTOWER – 4TH FLOOR



→ Shiva

Fighting Shiva is not required, but you'll want to take her on as soon as your party is capable—the Summon you'll be rewarded with is well worth the effort. Shiva and her cohorts are weak to anything Fire-based, from Fira magic to blows from a Fire Rod.



Shiva will cast Blizzara over and over again on your party, usually hitting multiple members. Take her Ice Commanders out first, then focus your attacks on the goddess herself.

STATUS

| | |
|----------|-------|
| HP | 1,500 |
| EXP | — |
| Gil | — |
| STR | 40 |
| DEF | — |
| Weak Vs. | Fire |

Tower of Walse



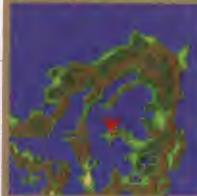
The Water Crystal is in danger, and the Warriors of Light must make haste on the heels of King Walse to protect it. Bring a healthy stock of Potions and Maiden's Kisses to the tower—you'll need them on your journey to the crystal chamber, where Garula awaits.

RECOMMENDED JOBS:

WHITE MAGE, BLUE MAGE

The Blue Mage's Learning ability will save you much grief in the Tower of Walse. Use it to learn Pond's Chorus—a spell that will be effective against Garula.

WORLD MAP: NORTHEAST



MONSTERS

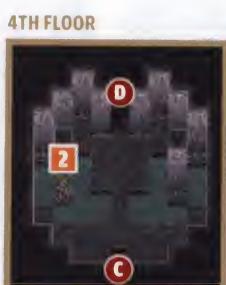
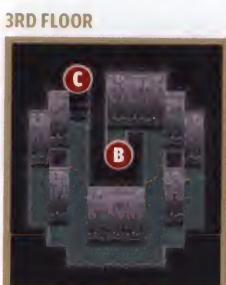
| NAME | HP | WEAK VS. |
|-------------|-----|-----------|
| Elf Toad | 160 | Ice |
| Ice Soldier | 160 | Fire |
| Pas de Seul | 280 | Lightning |
| Ricard Mage | 100 | — |
| Wyvern | 200 | — |

1 Learn Pond's Chorus

Be sure you have a Blue Mage in your party. Set his ability to Learning, then enter a random battle against an Elf Toad. Kill all enemies except one Elf Toad, then wait—the lone Elf Toad will cast a spell called Pond's Chorus, which a Blue Mage can learn. Pond's Chorus will be incredibly useful against Garula, the boss in the Tower of Walse.

2 Vine Climbing

Two rooms in the Tower of Walse have vines that you can climb to reach certain treasures. On the fourth floor, enter the water and climb the vine to reach a Silk Robe. On the eighth floor, climb the vine marked I first to reach the Silver Armlet, then the J vine to move on to the boss.



6TH FLOOR



7TH FLOOR



8TH FLOOR



9TH FLOOR



MAIDEN'S KISS

SILK ROBE

SILVER ARMLET

ETHER

► Garula

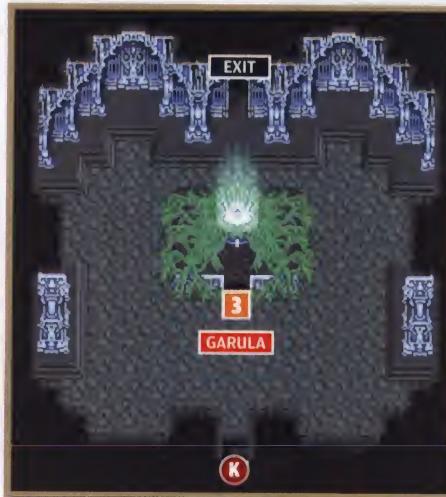
Garula is a very powerful boss with a major weakness. First cast Silence on the beast, then have your Blue Mage cast Pond's Chorus. It may take a couple of tries, but once it sticks, Garula will turn into a toad and the fight will be all but finished.



STATUS

| | |
|----------|-------|
| HP | 1,200 |
| EXP | — |
| Gil | — |
| STR | 15 |
| DEF | 7 |
| Weak Vs. | — |

CRYSTAL CHAMBER



3 Pick Up Five New Jobs!

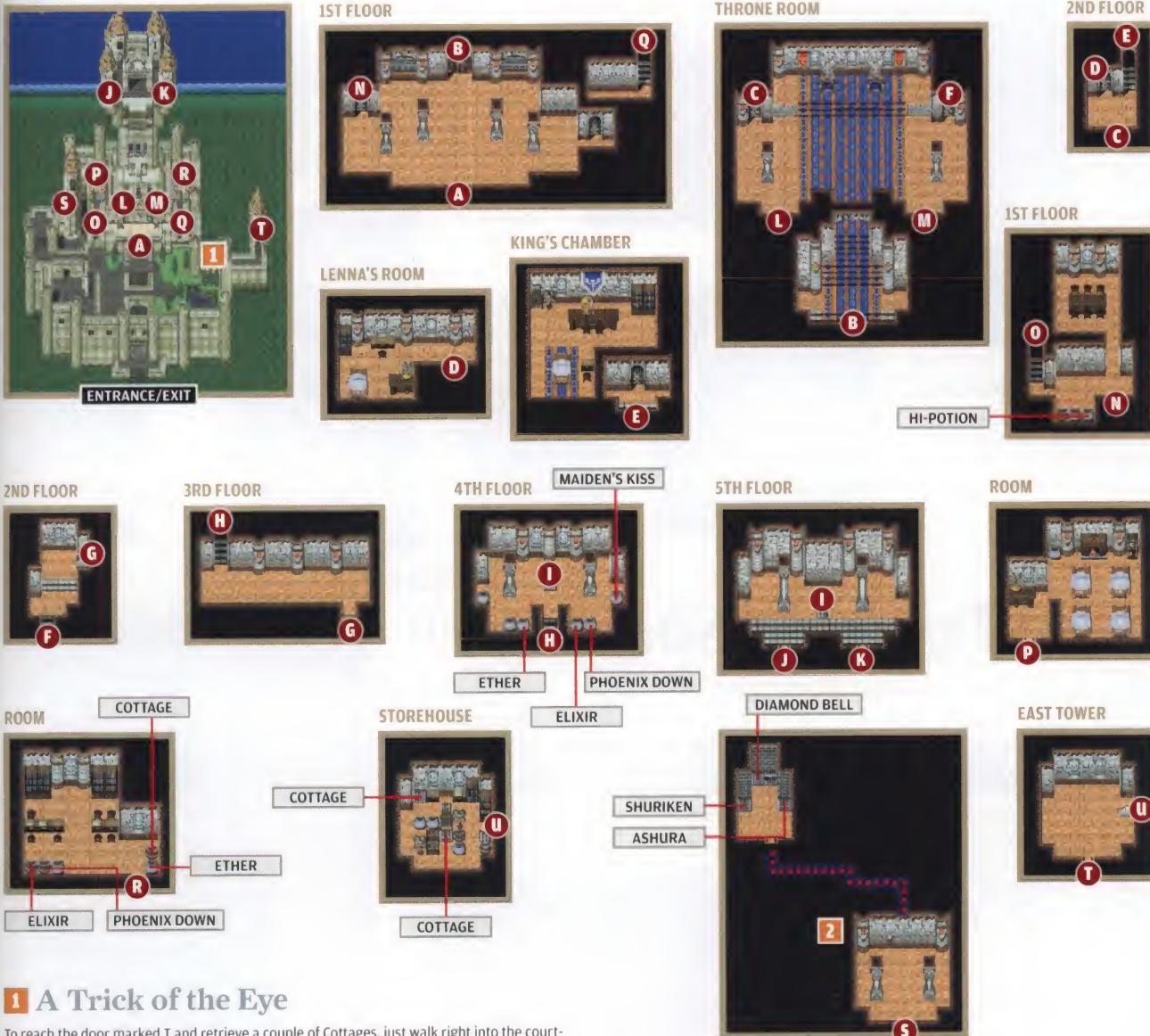
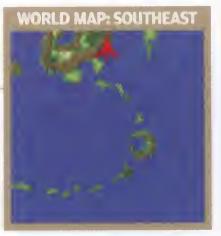
Once Garula is no more, you'll witness the shattering of the Water Crystal. Walk around and pick up the crystal fragments to learn the jobs Berserker, Time Mage, Mystic Knight, Summoner, and Red Mage. You'll notice a sixth crystal shard in an unreachable location. You can't retrieve it now, but you'll be able to much later in the game (see page 79).



Castle Tycoon



Before rushing off to Karnak through the meteorite warp, head southwest of Walse using your Wind Drake to pay a visit to Lenna's home, Castle Tycoon. The massive castle is full of useful weapons and items, and the visit will trigger some interesting story scenes as well.



1 A Trick of the Eye

To reach the door marked T and retrieve a couple of Cottages, just walk right into the courtyard wall east of the castle's main door. The passage runs behind a wall—you just can't see it from your vantage point.

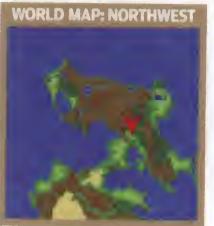
2 Princess Perks

Because of Lenna's princess status, you'll be given access to a special room that contains three powerful weapons. From the courtyard, find your way through the door marked S' then hit the switch on the wall to open a secret passageway.

Karnak



After clearing the Tower of Walse, enter the meteorite crash site to warp to a new continent. Karnak, home of the Fire Crystal, will now be accessible from the world map. But Karnak's populace isn't fond of visitors. You'll be arrested and rushed off to prison soon after setting foot in the town.



- 1 ARMOR
- WEAPONS
- MAGIC
- ENTRANCE/EXIT
- FLAME ROD

1 One-Time-Only Sale!

Though the magic shop will be closed on your first visit to Karnak, the armor and weapon shops will have some ridiculously cheap prices due to the town's abuse of the Fire Crystal. Unfortunately, you'll be arrested after buying only one item. So purchase something nice, like a Mythril Hammer or a Mythril Sword—the next time you visit Karnak, the prices will be much higher (see the charts to the right).

ARMOR

| NAME | PRICE |
|----------------|-------|
| Mythril Armor | 700 |
| Mythril Gloves | 600 |
| Mythril Helm | 550 |
| Mythril Shield | 590 |
| Plumed Hat | 350 |
| Silver Armlet | 500 |
| Silver Plate | 600 |
| Silk Robe | 500 |

MAGIC

| NAME | PRICE |
|----------|-------|
| Blizzara | 600 |
| Blizzard | 150 |
| Confuse | 650 |
| Cura | 620 |
| Cure | 180 |
| Fira | 600 |
| Fire | 150 |
| Gravity | 620 |
| Haste | 320 |
| Libra | 80 |
| Mute | 320 |
| Poison | 290 |
| Poisona | 90 |
| Protect | 280 |
| Raise | 700 |
| Regen | 100 |
| Silence | 280 |
| Sleep | 300 |
| Slow | 80 |
| Stop | 580 |
| Thundara | 600 |
| Thunder | 150 |

ITEMS

| NAME | PRICE |
|---------------|-------|
| Antidote | 30 |
| Eye Drops | 20 |
| Gold Needle | 150 |
| Maiden's Kiss | 60 |
| Mallet | 50 |
| Phoenix Down | 1,000 |
| Potion | 40 |
| Tent | 250 |

Fire-Powered Ship

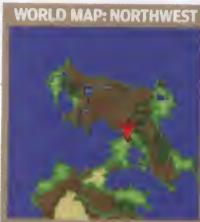


The fire-powered ship is a maze of one-way doors, pits, elevators, and conveyor belts. Use the maps on the following pages to find your way through, and don't be afraid to backtrack to get all of the ship's treasures. When you're ready to take on the boss, Liquid Flame, enter the door marked W.

RECOMMENDED JOB:

BERSERKER

While Ice attacks are clearly your best offense on the fire-powered ship, the neutral Berserker is also surprisingly effective, especially when equipped with the Mythril Hammer (which can be purchased in Karnak).



MONSTERS

| NAME | HP | WEAK VS. |
|-------------|-----|------------------|
| Crew Dust | 240 | Ice, Wind, Water |
| Defeater | 260 | Ice |
| Motor Trap | 240 | Lightning |
| Poltergeist | 240 | Wind, Water |

1 I'm Blind!

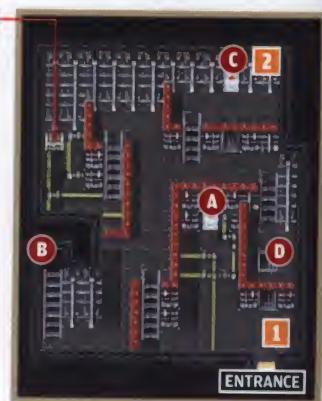
Crew Dust enemies will cast a nasty spell called Flash if you don't defeat them quickly. Flash will permanently blind most of your party. Bring along a healthy stock of Eye Drops (available at the item shop in Karnak), and equip a party member with the Silver Specs accessory (found in Walse) to cancel the spell's effect.

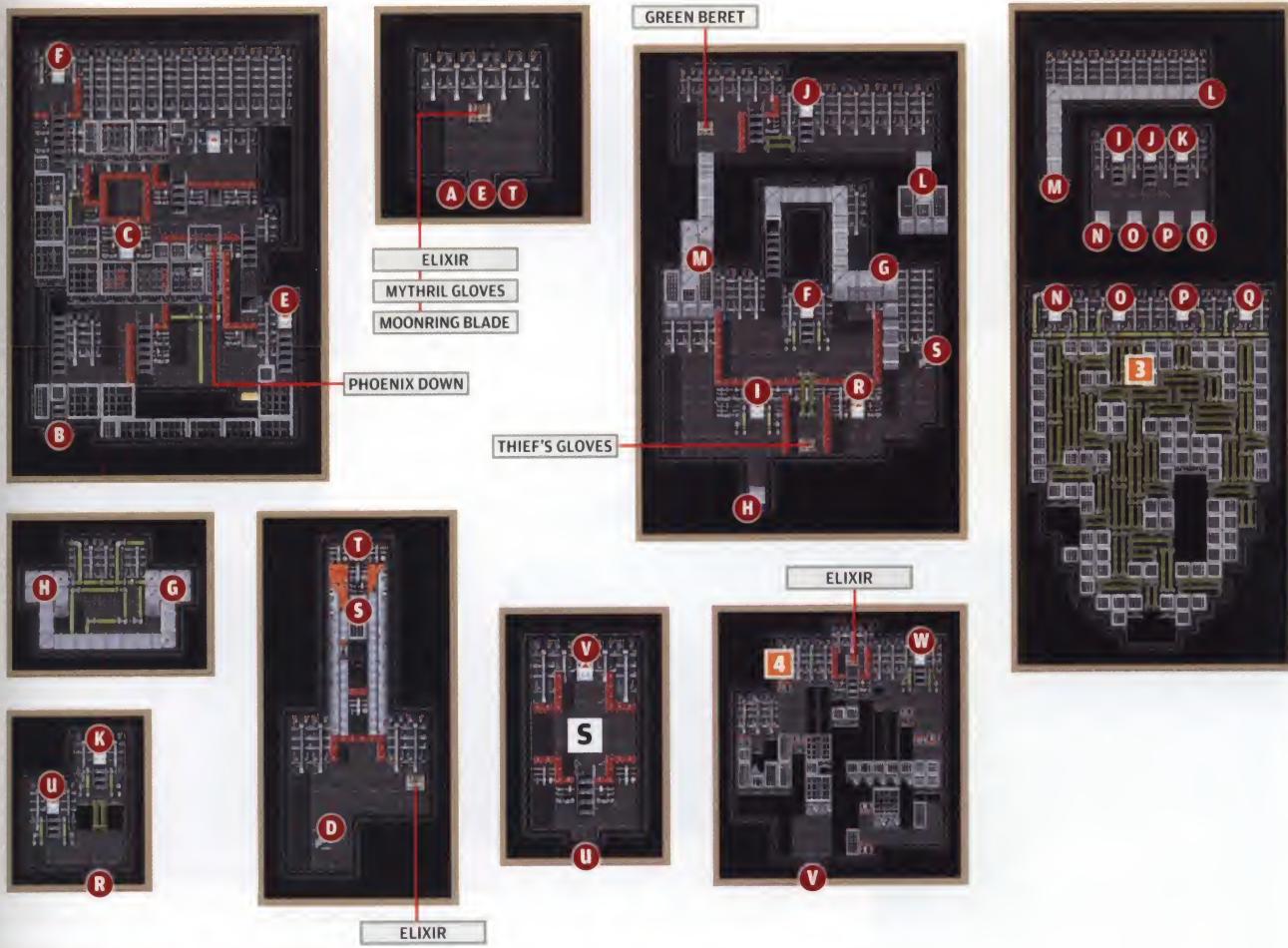
2 Elevator Action

There are four elevators on the fire-powered ship, through doors C, F, I, and K. Simply activate the lever just inside an elevator door to reach the next area.

3 Mind Your Ps and Qs

When you reach the room that contains four shafts (just above the conveyor room), avoid shaft N altogether. Shafts P and Q will lead to treasure chests, and shaft O will lead to the ship's boss.





4 Strategic Leverage

The final room before the crystal chamber is full of levers and moving platforms. The order in which you'll need to trigger the platforms is fairly intuitive, but pay close attention to how the switches correspond with the platforms, or you're likely to get stuck. To reset the platform locations, just re-enter the room.

➤ Liquid Flame

Liquid Flame is susceptible to Ice attacks most of the time. Pound the boss with Blizzara magic, or Ice-based weapons like the Frost Rod. When Liquid Flame changes its form to the shape of a giant hand, switch to neutral physical attacks to inflict major damage.



Liquid Flame's third form—a fiery cyclone—allows the boss to evade many attacks. If you've acquired the Shiva Summon, unleash it.

STATUS

| | |
|----------|-------|
| HP | 3,000 |
| EXP | — |
| Gil | — |
| STR | 18 |
| DEF | — |
| Weak Vs. | Ice |

Karnak Castle



our first visit to Karnak Castle will be uneventful. After you clear the fire-powered ship, however, Karnak Castle will be on the verge of exploding, and chock-full of monsters. After your battle with Liquid Flame, you'll have only 10 minutes to escape the castle before being buried forever in its rubble.

WORLD MAP: NORTHWEST



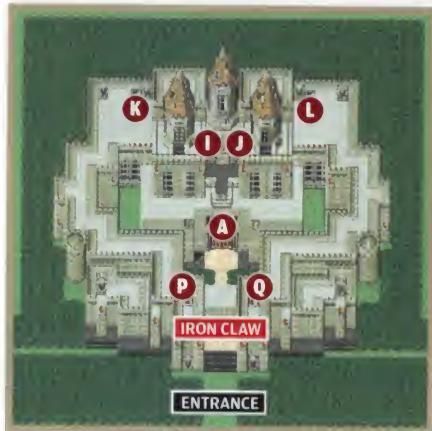
RECOMMENDED JOB:

TIME MAGE

Use a Time Mage to cast Haste on your party members—this can speed things up a bit as you're racing the clock to escape from Karnak Castle.

MONSTERS

| NAME | HP | WEAK VS. |
|----------|-----|----------|
| Cur Nakk | 140 | - |
| Gigas | 760 | - |
| Sergeant | 400 | - |
| Sorcerer | 350 | - |



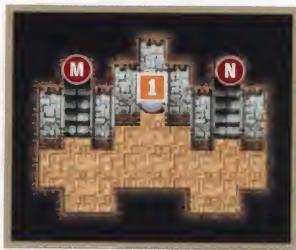
CRYSTAL CHAMBER



1 Start Things Off Right

As soon as the Fire Crystal shatters, you'll be dropped into Karnak Castle with only 10 minutes to get out. The timer will begin counting down immediately, and you'll have no way to pause. Don't panic—save your game first, then head through the door labeled N. Not only will the pot in the next room rejuvenate your party; it will also stop the clock as long as the blue dialogue box is open, giving you a chance to study the maps in this guide and get your bearings.

B6



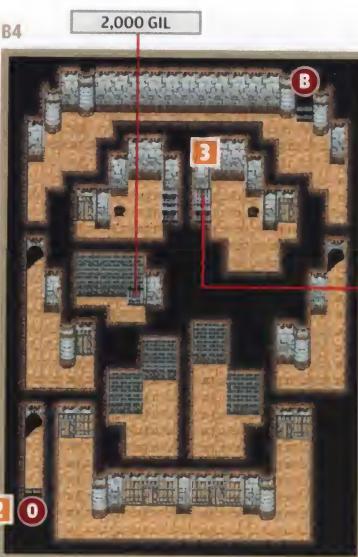
B5



2 Every Second Counts

The random monsters of Karnak Castle can be huge time-killers. One of the most common groups you'll encounter consists of a Sergeant and three Cur Nakks. The Sergeant won't allow you to use the Escape command, so oblige his request that you "bring it" and send your attacks his way. As soon as he's defeated, the Cur Nakks will flee one by one, shaving some time off what would be a lengthy battle otherwise.

B4



2,000 GIL

2ND FLOOR



1ST FLOOR



B1



ELIXIR

2ND FLOOR



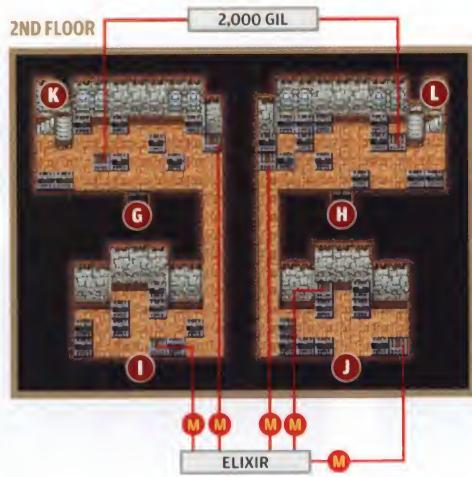
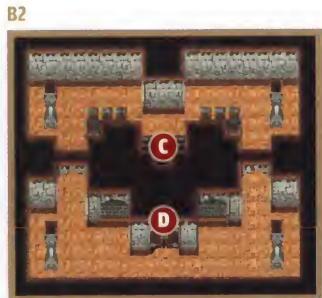
1ST FLOOR



B1



ELVEN MANTLE



3 Chest Pains

Valuable items lie within the chests of Karnak Castle, but getting them all is near impossible due to the time limit. And to make things more frustrating, most of the chests have monsters inside (noted by the **M** on the maps). Use the maps to plot a course through Karnak Castle and acquire the items you desire; avoid empty areas such as the Queen's Chamber and be sure to save a couple of minutes for the boss battle.

4 Don't Miss Esuna

Of all the treasures in Karnak Castle, the one to make sure you don't miss is the White-magic spell Esuna. It removes almost all status effects from a selected ally—an ability that will prove incredibly useful throughout the game.

➤ Iron Claw

As soon as you step through the castle's main door, you'll encounter what seems to be a familiar random battle with a Sergeant and three Cur Naks. But the Sergeant is really an Iron Claw in disguise. Still, your strategy should be the same—focus your strongest attacks on the Sergeant first, and keep an eye on the dwindling clock.



If your assault on the Sergeant-in-disguise is strong enough, you can take him out before he changes form and avoid Iron Claw's devastating special attacks.

| STATUS | HP | EXP |
|-----------|-----|-----|
| Iron Claw | 900 | 40 |
| Lenna | 481 | — |
| Bartz | 542 | — |
| Galuf | 650 | — |
| Faris | 637 | — |

Library of the Ancients



outh of Karnak you'll find the legendary Library of the Ancients, full of books and scholars to study them. But something is amiss—monsters have overrun the lower floors, and Cid's grandson Mid has gone missing. Head downstairs to learn the truth.

WORLD MAP: NORTHWEST



RECOMMENDED JOB:

SUMMONER

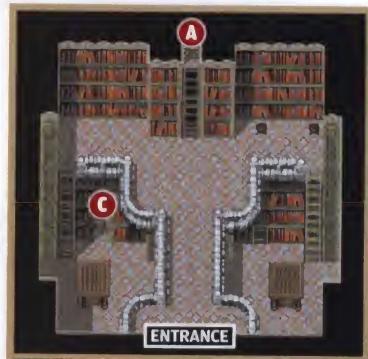
You'll learn the Ifrit Summon about halfway through the library, so make sure you have a Summoner in your party when you reach Byblos, the library's boss.

MONSTERS

| NAME | HP | WEAK VS. |
|----------|-----|----------|
| Page 128 | 700 | Fire |
| Page 256 | 900 | Fire |
| Page 32 | 480 | Fire |
| Page 64 | 500 | Fire |

1 Interesting Reads

On the roof of the library, a fellow will tell you that some of the library's books are possessed. Of the three books on the roof, the one on the right contains monsters that you must fight.



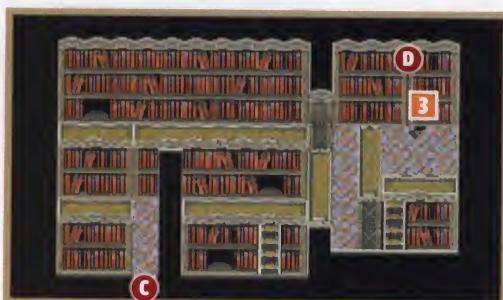
2ND FLOOR



ROOF



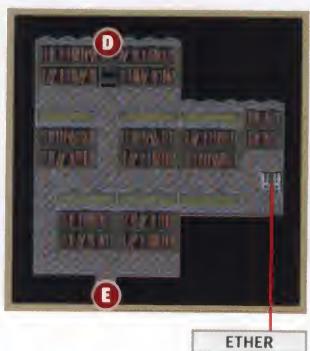
B1



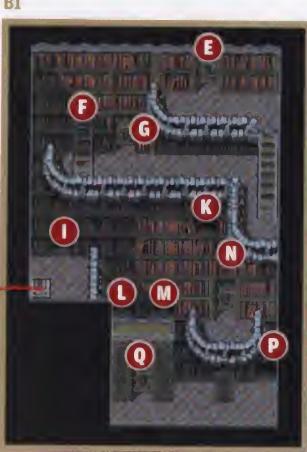
B1



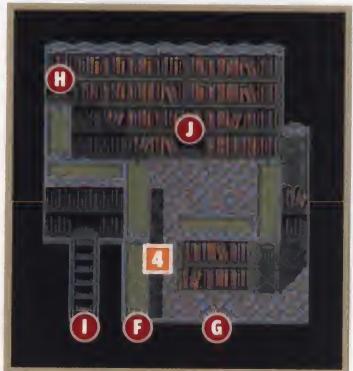
B1



NINJA SUIT



B1



2 Incomplete Tome

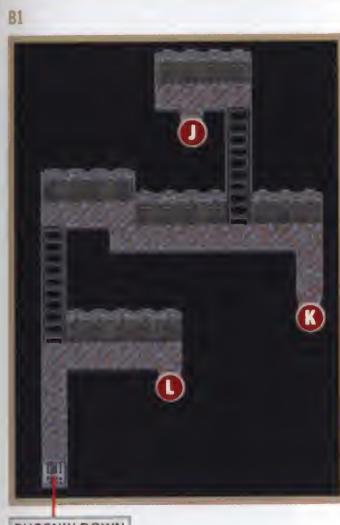
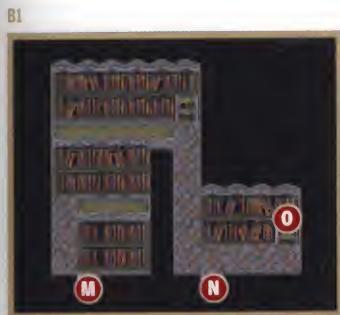
On the library's second floor, a scholar is studying a tome that is missing about half its pages. You cannot read the tome at this time, but make a mental note of its location—it will be important later.

3 Step on a Crack . . .

When you enter floor B1, you'll notice a crack to the far right of the room. To reach it, you must navigate through the aisles, which will shift positions depending on where you step. Keep an eye out for ladders and crawlspaces, and find your way to the crack to reveal an exit.

4 Ifrit's Presence

Once you pass through the door marked G, a moody bookshelf will halt your progress—until you harness the power of Ifrit, that is. Take the passage marked F to reach Ifrit's lair. Once you defeat Ifrit, return to the bookshelf to pull rank and pass at will.



PHOENIX DOWN

Jachol



After you defeat Byblos in the Library of the Ancients, head back to the pub in Karnak to rendezvous with Cid and commandeer the fire-powered ship. The ship opens up a number of new areas, including the town of Jachol. To reach Jachol, sail south from Karnak along the coastline until you reach Jachol Cave—just east of the cave lies the town.



WEAPONS

| NAME | PRICE |
|-------------|-------|
| Ashura | 5,800 |
| Coral Sword | 2,800 |
| Mage Masher | 900 |
| Ogre Killer | 3,200 |
| Silver Bow | 1,500 |
| Trident | 2,700 |

ARMOR

| NAME | PRICE |
|-----------------|-------|
| Green Beret | 2,500 |
| Ninja Suit | 3,000 |
| Sage's Surplice | 1,000 |

ITEMS

| NAME | PRICE |
|---------------|-------|
| Antidote | 30 |
| Eye Drops | 20 |
| Gold Needle | 150 |
| Maiden's Kiss | 60 |
| Mallet | 50 |
| Phoenix Down | 1,000 |
| Potion | 40 |
| Tent | 250 |

MAGIC

| NAME | PRICE |
|---------|-------|
| Confuse | 650 |
| Cura | 620 |
| Cure | 180 |
| Libra | 80 |
| Poisona | 90 |
| Protect | 280 |
| Raise | 700 |
| Silence | 280 |

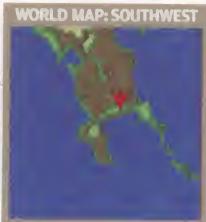
1 Meet the Locals

Aside from purchasing newly available weapons and armor, there's not much to do in Jachol but listen to what the townsfolk have to say. Talk to everybody, young and old, to gather information regarding Jachol Cave and the far-off Crescent Island.

Jachol Cave



Jachol Cave has been ransacked by adventurers from the nearby town, but it's still got a few treasures within its caverns. To collect the loot, you'll have to deal with the cave's infestation of squirrel-like monsters. Nutkins are no problem, but their look-alike cousins—Skull Eaters—will wreak havoc on your party. Use the Thief's Flee ability or a Ninja's Smoke ability to escape hairy situations.



MONSTERS

| NAME | HP | WEAK VS. |
|-------------|----|----------|
| Nutkin | 20 | - |
| Skull Eater | 1 | - |

1 Fun with Switches

Skull-shaped switches open and close pathways throughout Jachol Cave. Press the switch just southwest of the entrance, then head to the room's southern hall. Numerous switches line the wall, but only one of them works. Walk down the hall and wait for the decoy switches to disappear, then trigger the real one.



BLITZ WHIP
SHURIKEN
TENT



2 More than a Chest

A locked door leads to the cave's second main area. To unlock it, check the seemingly empty treasure chest nearby—there's a switch inside.

3 Breath of Fresh Air

In the cave's second area, you'll reach what seems to be a dead end, but you can actually climb the wall to reach a small enclosed area on the overworld map. If the Skull Eaters have been doing a number on your party, this is a good spot to use a Tent. When you reach the merged world much later in the game, return to this area to find a castle.

4 Skeletons in the Closet

Remember the wolf thief from Castle Walse? If you followed the strategy on page 38 of this guide and left him be, you'll find a Blitz Whip in one of Jachol Cave's treasure chests. If you didn't, you'll find a letter from the thief that serves no purpose but to rub in the fact that you missed out on a free Blitz Whip.

Crescent



As soon as you set foot in the town of Crescent, you'll lose your fire-powered ship in an earthquake. But don't fret—once your business is finished in town, head south to the Black Chocobo Forest. When you catch the rare Black Chocobo, you'll be rewarded with two new jobs—Ranger and Bard—as well as a new form of transport. Black Chocobos can fly just about anywhere on the world map, with only two stipulations: they cannot fly over high mountains (signified by snowcaps), and they can land only in forest areas.



WEAPONS

| NAME | PRICE |
|-------------|-------|
| Flame Bow | 2,500 |
| Frost Bow | 2,500 |
| Silver Harp | 800 |
| Thunder Bow | 2,500 |

ARMOR

| NAME | PRICE |
|-----------------|-------|
| Plumed Hat | 350 |
| Sage's Surplice | 1,000 |

ITEMS

| NAME | PRICE |
|---------------|-------|
| Antidote | 30 |
| Eye Drops | 20 |
| Gold Needle | 150 |
| Maiden's Kiss | 60 |
| Mallet | 50 |
| Phoenix Down | 1,000 |
| Potion | 40 |
| Tent | 250 |

MAGIC

| NAME | PRICE |
|----------|-------|
| Blizzara | 600 |
| Blizzard | 150 |
| Fira | 600 |
| Fire | 150 |
| Poison | 290 |
| Sleep | 300 |
| Thundara | 600 |
| Thunder | 150 |

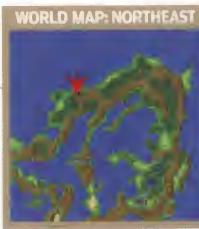
1 Piano Man

Stop by the musician's pad in the southeast corner of Crescent and play his piano. He'll be so impressed with your music skills that he'll teach you the song "Mighty March." Later in the game, after the worlds merge, return here to learn the song "Sinewy Etude."

Lix



Bartz's hometown of Lix becomes accessible as soon as you have the Black Chocobo. You don't have to visit Lix, but you should. Staying at the inn is free and everything is half off at the item shop—plus you can buy things in Lix that haven't been available elsewhere (such as Ether). And talking to the townspeople will trigger some revealing story scenes involving Bartz's past.



| WEAPONS | |
|------------------|-------|
| NAME | PRICE |
| Flame Scroll | 200 |
| Kunai | 600 |
| Lightning Scroll | 200 |
| Shuriken | 2,500 |
| Water Scroll | 200 |

| ARMOR | |
|-------------|-------|
| NAME | PRICE |
| Green Beret | 2,500 |
| Ninja Suit | 3,000 |

| ITEMS | |
|---------------|-------|
| NAME | PRICE |
| Antidote | 15 |
| Ether | 750 |
| Eye Drops | 10 |
| Gold Needle | 75 |
| Maiden's Kiss | 30 |
| Mallet | 25 |
| Potion | 20 |
| Tent | 125 |

| MAGIC | |
|-------|-------|
| NAME | PRICE |
| Esuna | 3,000 |

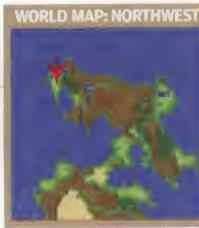
1 Painful Memories and a Song

Tinkering with the music box in Bartz's childhood home will set off a flashback in which Bartz's mother dies. After the sorrowful display, the Bard that currently resides in the house will give you the song "Alluring Air."

Istory



Visiting the sheep-herding village of Istory is optional, but well worth your time. Use the Black Chocobo to get to the far northwest portion of the world map with ease. Aside from learning a new song and a new black-magic spell, you'll have a chance to fight Ramuh on the outskirts of town and learn the power to summon him.



| ARMOR | |
|------------|--------|
| NAME | PRICE |
| Angel Ring | 50,000 |
| Coral Ring | 50,000 |
| Flame Ring | 50,000 |

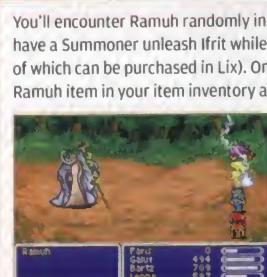
| ITEMS | |
|---------------|-------|
| NAME | PRICE |
| Antidote | 30 |
| Eye Drops | 20 |
| Gold Needle | 150 |
| Maiden's Kiss | 60 |
| Mallet | 50 |
| Phoenix Down | 1,000 |
| Potion | 40 |
| Tent | 250 |

| MAGIC | |
|---------|-------|
| NAME | PRICE |
| Gravity | 620 |
| Haste | 320 |
| Mute | 320 |
| Regen | 100 |
| Slow | 80 |
| Stop | 580 |

2 Sheep with Attitude

The sheep pen to the north of town has a bad apple. Stand directly behind the grumpy sheep in the top-left corner and press A—it will send you flying over the fence. Once you're on the other side, speak to the nearby bard to learn the song "Romeo's Ballad."

► Ramuh



You'll encounter Ramuh randomly in the forest area east of Istory. To defeat him, have a Summoner unleash Ifrit while a Ninja throws Water Scrolls or Fire Scrolls (both of which can be purchased in Lix). Once you've defeated the boss, you must locate the Ramuh item in your item inventory and use it to learn the Ramuh Summon.

| STATUS | |
|----------|-------|
| HP | 4,000 |
| EXP | — |
| Gil | — |
| STR | 27 |
| DEF | 20 |
| Weak Vs. | — |

1 Way of the Toad

In the northwest corner of town, you'll find a flower garden arranged in the shape of a square. Stand over the bottom-right patch of foliage and press A to open a secret hole in the middle of the garden. You'll learn the black-magic spell Toad, which can either inflict Toad status on an enemy or cure an ally of it.

Desert of Shifting Sands



Nce you've acquired the Black Chocobo in Crescent and rendezvoused with Cid and Mid at the Library of the Ancients, head west by foot to the Desert of Shifting Sands. Cid and Mid will meet you there, and summon the Sandworm for you when you're ready.

WORLD MAP: NORTHWEST



MONSTERS

| NAME | HP | WEAK VS. |
|---------------|-------|----------|
| Desert Killer | 620 | Water |
| Sand Bear | 1,000 | Water |
| Sandboil | 420 | Water |

RECOMMENDED JOB:

BLUE MAGE

In the small patch of desert on the overworld map between Karnak and the Library of the Ancients, you might encounter a difficult enemy called Dhorme Chimera. Learn its Aqua Breath attack with a Blue Mage—it will be a vital asset in the Desert of Shifting Sands.

1 Sand Snarl

After you defeat the Sandworm, you must find your way through a maze of moving sand while dealing with the desert's flood of randomly generated enemies. Pay close attention to which direction the sand is moving, and make your way toward the exit as best you can—you'll get there eventually.

→ Sandworm

The Sandworm has no particular weaknesses and some very nasty attacks. If you have a Blue Mage with the Aqua Breath attack, however, the Sandworm is a piece of cake. One shot with Aqua Breath should take down the beast. (See the Recommended Job tip for info on how to learn Aqua Breath.)



The Sandworm will alternate positions from hole to hole. Aqua Breath will hit all three holes, but if you land a physical attack on an empty hole, the Sandworm will counter with a Gravity spell.

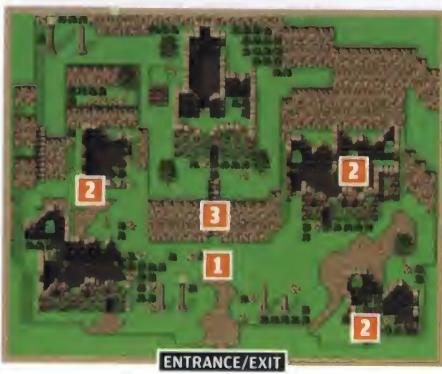
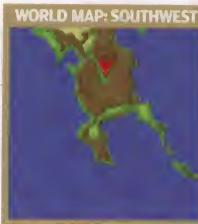
STATUS

| | |
|----------|-------|
| HP | 3,000 |
| EXP | — |
| Gil | — |
| STR | 25 |
| DEF | — |
| Weak Vs. | Water |

Gohn, the Town of Ruin



Until now, sightings of Lenna's father, King Tycoon, have been nothing more than hearsay. But once you reach Gohn, you'll see him for yourself. Aside from the king, the town is completely empty.



1 2 3 Just beyond Your Grasp

You'll experience three King Tycoon spottings before you can corner him. Once you set foot in Gohn, walk forward to point 1; you'll see the elusive king, if only for a moment. Continue exploring the town, and you'll spot the king again at one of three places (all marked with 2 on the map). Finally, head toward the ladder in the middle of town for the third spotting, then move up the ladder and approach the king.

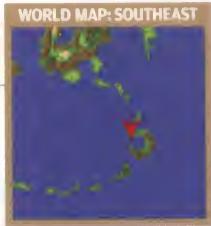


Lenna: Father!

Catapult



After seeing King Tycoon and falling through a hole in Gohn, you'll warp from the ancient ruins beneath Gohn to the ancient ruins beneath Crescent Island (known as the Catapult). On this leg of the journey, you won't encounter any monsters until you board the airship and face Cray Claw.



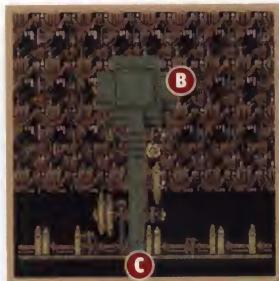
GOHN, B1



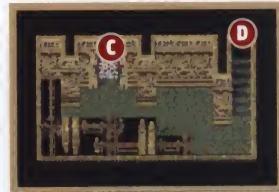
GOHN, B1



PASSAGEWAY



PASSAGEWAY



LIVING QUARTERS



LIVING QUARTERS



LIVING QUARTERS



TO FIRE-POWERED SHIP

1 Wild-Goose Chase

When you reach the area through door F, use the beds to rest up a bit, then head to the westernmost room. When you try to pull the switch, you'll be prompted to check the planters in the center room. This kicks off a scavenger hunt. Follow the instructions from point to point until you're directed back to the switch. This time it will work, and you can retrieve the treasure.

Dual Boss Battles

When you reach the fire-powered ship now resting beneath Crescent Island, you'll find an ancient airship alongside it. After Cid and Mid show up and get the airship running, you'll need to fight off Cray Claw to take the ship into the air. When you've won the battle, head back to Gohn to witness the town's resurrection. Return to the Catapult

by landing the airship in the water near Crescent Island, speak with Cid and Mid, then set off for Tycoon Meteorite to fetch some Adamantite. Before you can exit the meteorite with the goods, you'll face another boss—Adamantoise.

► Cray Claw

Cray Claw has an attack that will reduce individual party members' HP significantly, so keep a healer at the ready and take the beast down quickly. Thundara magic or the Ramuh summon should do the trick, as will throwing Shurikens or Lightning Scrolls with a Ninja.



STATUS

| | |
|----------|-----------|
| HP | 2,000 |
| EXP | — |
| Gil | — |
| STR | 37 |
| DEF | 25 |
| Weak Vs. | Lightning |

► Adamantoise

Adamantoise's frequent attacks are potent. If you can, have a White Mage cast Protect and Haste on some of your party members. Ice Scrolls and Shurikens thrown by a Ninja will damage Adamantoise, as will Blizzara magic and the Shiva Summon. Pummel the beast with everything you've got, and keep an eye on your health.



STATUS

| | |
|----------|-------|
| HP | 2,000 |
| EXP | — |
| Gil | — |
| STR | 31 |
| DEF | 25 |
| Weak Vs. | Ice |

Ronka Ruins



Since Cid and Mid have installed the Adamantite on your airship, getting to Ronka Ruins is a breeze—just press A while flying, then select the up arrow. Getting inside Ronka Ruins, however, is another story. You must disable the floating city's weapons system.



RECOMMENDED JOBS:

BLUE MAGE, THIEF

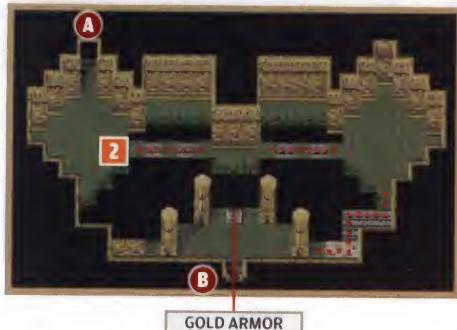
Blue Mages with the Learning ability can learn powerful spells from the defense system's minibosses, such as Missile and Flame Thrower.



MONSTERS

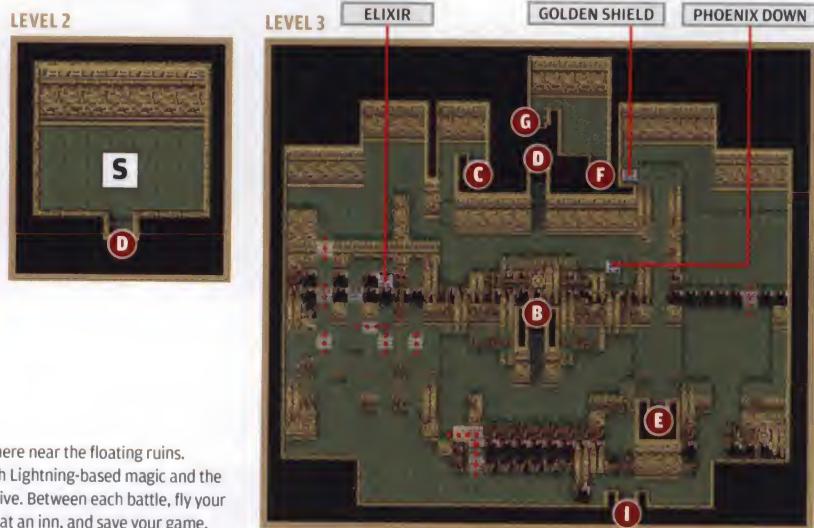
| NAME | HP | WEAK VS. |
|-----------------|-------|-----------|
| Archeotoad | 800 | Ice |
| Enchanted Fan | 1,000 | — |
| Flame Thrower | 2,400 | Lightning |
| Ghidra | 3,000 | — |
| Hydra | 2,000 | — |
| Lamia | 900 | Ice |
| Ra Mage | 760 | — |
| Rocket Launcher | 2,500 | Lightning |
| Ronkan Knight | 860 | — |
| Stone Mask | 450 | Lightning |

LEVEL 2



GOLD ARMOR

LEVEL 2



1 Mechanical Minibosses

You'll need to defeat four pairs of minibosses before you can get anywhere near the floating ruins. Approach each enemy in your airship to trigger a battle, and attack with Lightning-based magic and the Ramuh Summon. The Gravity spell from a Time Mage will also be effective. Between each battle, fly your airship off the bottom of the screen to head back to the continent, stay at an inn, and save your game.

► Soul Cannon / Launchers

The Soul Cannon and its two attached launchers will spend quite a few rounds charging up a devastating Wave Cannon attack—use the time to hit the enemies with the Ramuh Summon, Thundara magic, Lightning Scrolls or Shurikens thrown by a Ninja, and strong physical attacks.



STATUS

| | |
|----------|-----------------|
| HP | 22,500 / 10,800 |
| EXP | 40 / — |
| GIL | 100 / — |
| STR | 7 / 7 |
| DEF | 5 / — |
| Weak Vs. | Lightning / — |

2 Invisible Walkways

Some levels in Ronka Ruins have invisible walkways. The red dots on the maps above point out their locations.

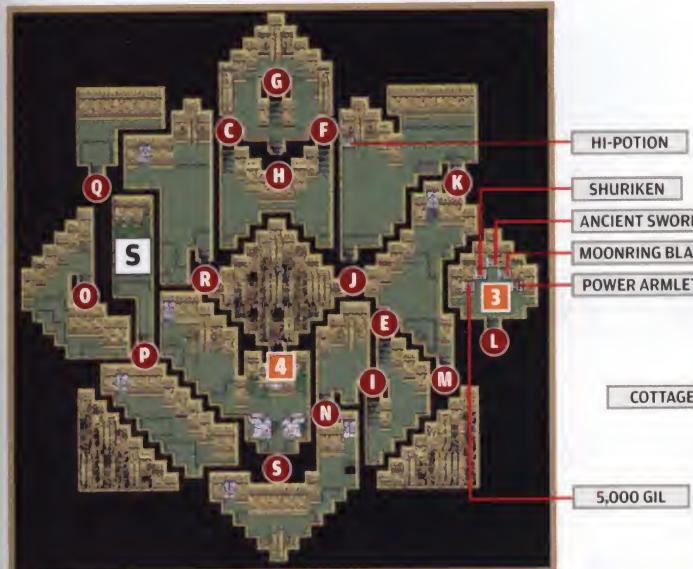


If you have a Thief in your party, the walkways will be partially visible. This perk will be especially useful on the third level of the ruins.

3 A Long Way Down

When you reach the door marked L, you'll enter a room with five treasure chests—but the middle is a trapdoor that will send you down to level 4. Stick to the left wall of the room to retrieve all the treasure, then use the trapdoor as a shortcut if you'd like.

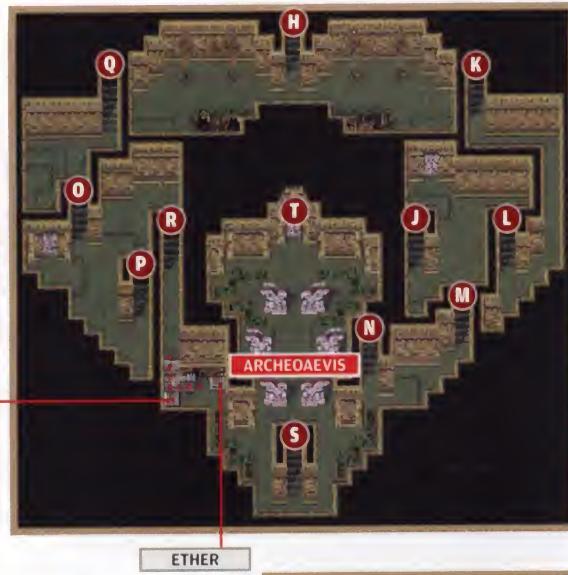
LEVEL 4



4 Stairway to Hell

When you reach the passageway marked R on level four, head through the door just to the left of it. Around the corner, you'll find a switch that will open up a stairway to level 5. Take the stairway to find King Tycoon and the boss of the ruins, Archeoaevis.

LEVEL 5



► Archeoaevis

Archeoaevis can change his elemental weakness at will, so using magic attacks will be difficult. Bring a Knight equipped with the Ancient Sword into the battle to inflict serious physical damage. Monks will also be useful in this department, as will Blue Mages if you know the 1000 Needles attack.



| STATUS | |
|----------|-------|
| HP | 1,600 |
| EXP | — |
| Gil | — |
| STR | 39 |
| DEF | 30 |
| Weak Vs. | Wind |



► The Search for Galuf

After the battle with Archeoaevis, a number of plot points will be revealed, you'll meet Exdeath for the first time, and Galuf will leave your party. Your new goal is to harness the power of the meteorites and travel to Galuf's homeworld. Visit the Catapult, where you'll find a letter from Cid on the table near the resting area. Follow the lead to the Tycoon Meteorite to meet up with Cid and Mid. From there go to the Karnak Meteorite, where you'll fight Titan. Once you've defeated Titan and earned the ability to summon him, head southwest to the Gohn Meteorite to fight Manticore. Lastly, pay a visit to the Walse Meteorite and take on the Purobolos. After the three boss battles, Cid and Mid will have what they need to activate a warp that will take you to another world.

► Titan

Before heading to the Karnak Meteorite, stop by North Mountain and have a Beastmaster catch a Gaelicat. This will give you Float, which will protect you from Titan's Earth Shaker attack.



STATUS

| | |
|----------|-------|
| HP | 2,500 |
| EXP | — |
| Gil | — |
| STR | 45 |
| DEF | 10 |
| Weak Vs. | — |

► Manticore

Two attacks that will devastate Manticore before it even has a chance to attack you are a Samurai's Zeninage ability and a Blue Mage's Missile attack (learned outside of Ronka Ruins).



STATUS

| | |
|----------|-------|
| HP | 3,300 |
| EXP | — |
| Gil | — |
| STR | 40 |
| DEF | 10 |
| Weak Vs. | — |

► Purobolos

The Purobolos can revive themselves after they die, so counter this by casting Silence on the lot of them. After that, one shot from a Samurai's Zeninage should take them all out.



STATUS

| | |
|----------|-------|
| HP | 1,500 |
| EXP | — |
| Gil | — |
| STR | 45 |
| DEF | — |
| Weak Vs. | — |

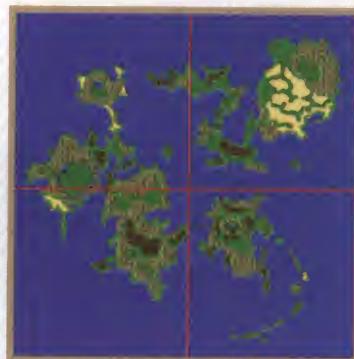
A New World



soon as you enter the warp and leave your world, there is no going back. In many ways, the new world will feel similar to your own—there are mountains, forests, towns, monsters, and many other familiarities. But when your party finds itself stranded on a tiny island only to be abducted by an agent of Exdeath, you'll begin to see how different from your home Galuf's homeworld really is.



Use a Tent on the remote island to trigger the first series of events in the new world.



Castle Exdeath ~ Big Bridge



Galuf will be your sole party member for the first leg of Castle Exdeath. When you first enter the castle, check the treasure chest to the east to collect your companions' belongings, then go through the door marked A to save your game and replenish your health. From that point on, your goal is to rescue your friends and reunite the Warriors of Light.



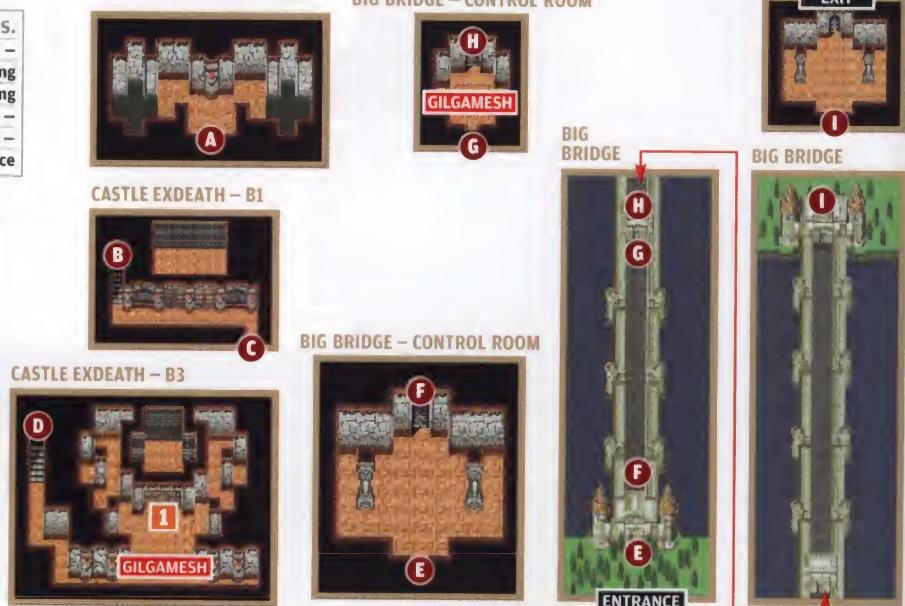
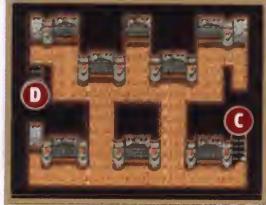
MONSTERS

| NAME | HP | WEAK VS. |
|----------------|-----|-----------|
| Flying Killer | 300 | — |
| Little Chariot | 480 | Lightning |
| Merrow | 400 | Lightning |
| Neo Garula | 980 | — |
| Shell Bear | 380 | — |
| Tarantula | 200 | Ice |

CASTLE EXDEATH



CASTLE EXDEATH - B2



► Gilgamesh

You'll encounter Gilgamesh twice—once with just Galuf, and once with the whole party—and both times he'll run away before the battle ends. Physical attacks are the way to damage Exdeath's lackey. During the second round, cast Slow on Gilgamesh at the start of the battle.



| STATUS |
|-------------------|
| HP 11,500 / 6,500 |
| EXP — |
| Gil — |
| STR 40 / 49 |
| DEF — / 14 |
| Weak Vs. — |

1 One-Man Rescue Mission

Galuf must face Gilgamesh alone in level B3 of the castle before seeing to his friends. Once Gilgamesh runs off, open the cell door to reunite the party, then head back to the castle's main entrance. On the overworld map, make your way west to the Big Bridge.

Regole



Raversing the outskirts of Regole can be taxing. Head east from your landing point (after Castle Exdeath) to find the friendly backwater town, and stop by the inn. Your first night's stay will be free, and will trigger a cut-scene that features Galuf and Bartz. Before leaving Regole, spend some of that hard-earned gil at the town shops.



| WEAPONS | |
|-----------------|-------|
| NAME | PRICE |
| Ashura | 5,800 |
| Chain Whip | 3,300 |
| Dark Bow | 3,800 |
| Dream Harp | 1,600 |
| Orichalcum Dirk | 3,400 |
| Sleep Blade | 5,600 |
| War Hammer | 6,400 |
| Wind Spear | 5,400 |

| ARMOR | |
|---------------|-------|
| NAME | PRICE |
| Gaia Gear | 2,000 |
| Golden Armor | 4,000 |
| Golden Helm | 3,500 |
| Golden Shield | 3,000 |
| Green Beret | 2,500 |
| Ninja Suit | 3,000 |
| Wizard's Hat | 1,500 |

| MAGIC | |
|--------|-------|
| NAME | PRICE |
| Bio | 3,000 |
| Blink | 3,000 |
| Break | 3,000 |
| Comet | 3,000 |
| Drain | 3,000 |
| Esuna | 3,000 |
| Return | 3,000 |
| Shell | 3,000 |
| Slowga | 3,000 |

| ITEMS | |
|---------------|-------|
| NAME | PRICE |
| Antidote | 30 |
| Cottage | 600 |
| Ether | 1,500 |
| Eye Drops | 20 |
| Gold Needle | 150 |
| Goliath Tonic | 110 |
| Hero Cocktail | 110 |
| Hi-Potion | 360 |
| Holy Water | 150 |
| Iron Draft | 110 |
| Maiden's Kiss | 60 |
| Mallet | 50 |
| Phoenix Down | 1,000 |
| Potion | 40 |
| Power Drink | 110 |
| Speed Shake | 110 |

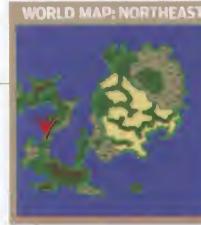
1 Little Girl's Ribbon

You'll notice a little girl when you walk into either the weapon shop or the armor shop. To reach her, find the secret passage just inside the armor shop. If you return to the girl after the two worlds merge (page 74), she'll give you a Ribbon, a powerful piece of armor.

Kuza, the Sealed Castle

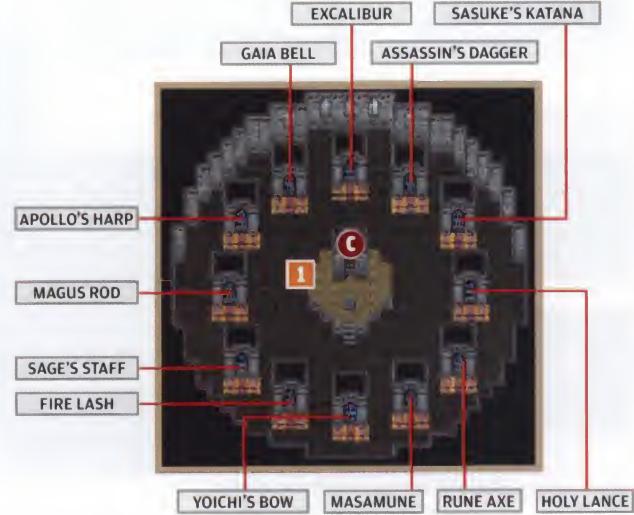


Don't stop at Kuza on your way from Regole—the enemies are far too powerful, and you will surely die. After you clear the Pyramid of Moore and obtain your first tablet much later in the game (page 75), find the Sealed Castle in the merged world. The tablet will grant you access to the castle's legendary weapons.



1 Twelve Weapons of Lore

Once the worlds are merged later in the game, you can visit Kuza to obtain the 12 legendary weapons. Each time you find a tablet, bring it back to Kuza to break the seals on three weapons of your choosing. But tread through the castle halls carefully—you'll run into some nasty creatures, including Exdeath's Soul.



Underground Waterway

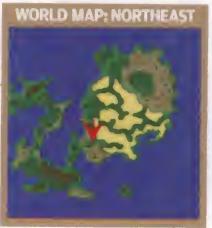


outheast from Regole and around the peninsula, you'll find a forest hidden between two mountain ranges. Find the Moogle and follow it through a hole to the Underground Waterway.

RECOMMENDED JOBS:

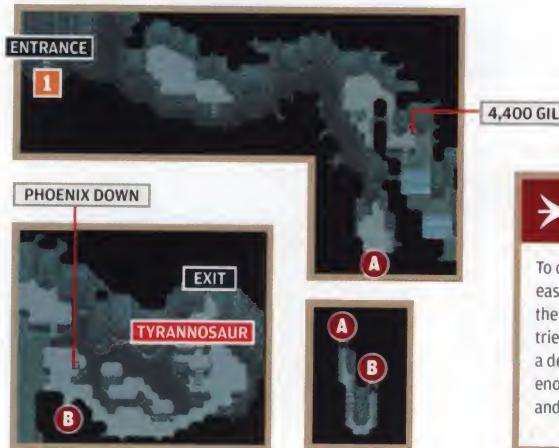
BLACK MAGE, SUMMONER

Every enemy in the Underground Waterway is incredibly vulnerable to elemental magic. Black Mages and Summoners can deal some serious damage if you note the weaknesses of each enemy in the chart below.



1 Underwater Rafting

Due to the strong rapids in the Underground Waterway, you don't have much control over which direction you go. Make your way through door A (being sure to collect the treasure chest right before it), and you'll be just around the corner from the timid Moogle, who is in desperate need of your help.



MONSTERS

| NAME | HP | WEAK VS. |
|---------------|-------|-----------|
| Acrophies | 900 | Lightning |
| Blood Slime | 600 | Fire |
| Lesser Lopros | 2,300 | Fire |
| Moogle Eater | 1,000 | Lightning |

→ Tyrannosaur

To defeat the Tyrannosaur with ease, simply use a Phoenix Down on the beast. It may take a couple of tries before it sticks, but it will deal a death blow. If you don't have enough Phoenix Downs, use Fire- and Cure-based magic.



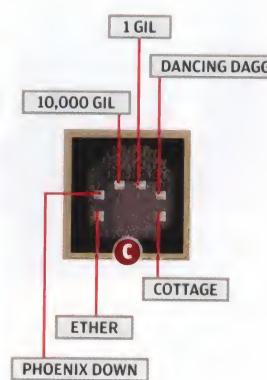
STATUS

| | |
|----------|-------|
| HP | 5,000 |
| EXP | - |
| Gil | - |
| STR | 45 |
| DEF | 20 |
| Weak Vs. | Fire |

Moogle Village



fter you rescue the Moogle from the Tyrannosaur, watch the Moogle's path carefully as it treads the overworld map—it's heading to the supersecret Moogle Village. If you can follow the same path, you will avoid monster encounters. If you step on the desert terrain, however, you may be thrust into battle with a Sandcrawler, a difficult enemy that you cannot escape. When you reach the forest area, wander around until you find the hidden village.



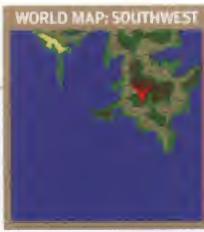
1 Moogle Cosplay

Once you've found the village and collected the treasure from hut C, enter hut B and try on the Moogle costume. With the costume on, head to hut A—the Moogle residing there will fall in love with you, and grant you access to the chest that contains an Elven Mantle.

Castle of Bal



Galuf's homecoming to the Castle of Bal marks the return of the king to his people. Though Galuf is revealed as royalty, he vows to stick with his three companions on the quest to stop Exdeath. Speak with Krile as she tends to the dying Wind Drake on the roof of the castle, then stock up on supplies, save your game, and prepare for the long journey north—once you leave the Castle of Bal, you cannot reenter for a while.



WEAPONS

| NAME | PRICE |
|-----------------|-------|
| Ashura | 5,800 |
| Chain Whip | 3,300 |
| Dark Bow | 3,800 |
| Dream Harp | 1,600 |
| Orichalcum Dirk | 3,400 |
| Sleep Blade | 5,600 |
| War Hammer | 6,400 |
| Wind Spear | 5,400 |

ARMOR

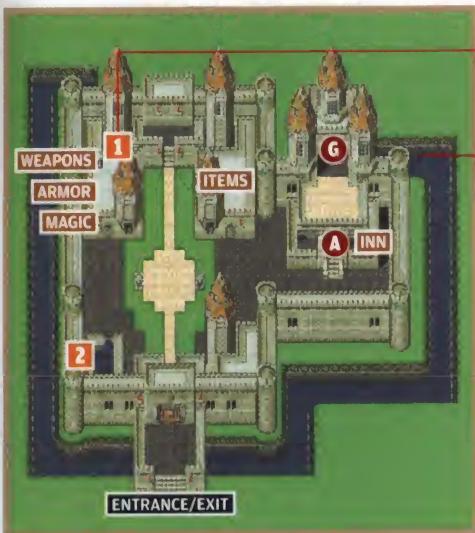
| NAME | PRICE |
|---------------|-------|
| Gaia Gear | 2,000 |
| Gauntlets | 3,000 |
| Golden Armor | 4,000 |
| Golden Helm | 3,500 |
| Golden Shield | 3,000 |
| Green Beret | 2,500 |
| Ninja Suit | 3,000 |
| Wizard's Hat | 1,500 |

ITEMS

| NAME | PRICE |
|---------------|-------|
| Antidote | 30 |
| Cottage | 600 |
| Ether | 1,500 |
| Eye Drops | 20 |
| Gold Needle | 150 |
| Goliath Tonic | 110 |
| Hero Cocktail | 110 |
| Hi-Potion | 360 |

MAGIC

| NAME | PRICE |
|--------|-------|
| Bio | 3,000 |
| Blink | 3,000 |
| Break | 3,000 |
| Comet | 3,000 |
| Drain | 3,000 |
| Esuna | 3,000 |
| Return | 3,000 |
| Shell | 3,000 |
| Slowga | 3,000 |



1ST FLOOR



1 Yay! Free Stuff!

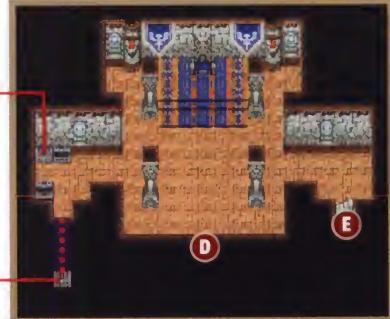
Take the stairway next to the weapons and armor shop to reach the roof. Behind the steeple, you'll find a hidden stairway that leads to a room behind the shop. Collect the Angel Robe from the chest, then press the wall switch to reveal a door that leads behind the shop's counter. The shopsmiths will be so annoyed that they'll give you a free Lamia's Harp just for leaving.

ANGEL ROBE
LAMIA'S HARP

HERO COCKTAIL
GREAT SWORD

TELEPORT

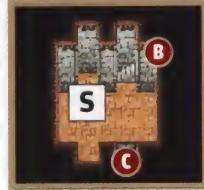
THRONE ROOM



B2



B1



3RD FLOOR



4TH FLOOR



MONSTER

| NAME | HP | WEAK VS. |
|-------------|-------|-----------|
| Objet d'Art | 3,300 | Lightning |

2 Path to the Great Sword

Enter the small pool of water in the southwest portion of the courtyard; you'll be sucked into the castle's moat. Follow the waterway along the outside of the castle to find the Great Sword resting in the water. This powerful weapon is a must-have for Knights.

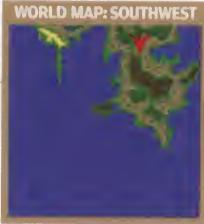
3 Are You Experienced?

On the castle's lowest floor, you can randomly encounter enemies called Objet d'Art. They are great for leveling up your party—you can defeat them easily using the Gold Needle recovery item, and they'll reward your victories with a substantial amount of experience.

Quelb



Quelb is home to Kelger, a werewolf who fought with Galuf and your father back in the day. You can find Kelger in the large house near the middle of town—only he can grant you access to Drakenvale. While you're in Quelb, take advantage of the town's wide array of equipment, and—if you dare—embark on a grueling side quest to find the powerful Kornago Gourd.



“REQUIEM”

POTION x 8

WEAPONS

ARMOR

MAGIC

ENTRANCE/EXIT

1 Requiem for a Bard

Speak with one of the three werewolves in the northeast corner of Quelb; he'll teach you “Requiem,” a song effective against the undead.

2 Kiss the Cook

In the bedroom of the inn, a wolf will insist on serving you a meal. If you oblige, his fine cookin' will replenish your party's HP and MP, cure all status ailments, and revive KO'd allies. And afterward, he'll give you eight Potions. Don't abuse the cook's kindness, though—he'll give you this treatment only three times.

WEAPONS

| NAME | PRICE |
|------------------|-------|
| Ashura | 5,800 |
| Chain Whip | 3,300 |
| Dark Bow | 3,800 |
| Dream Harp | 1,600 |
| Flame Scroll | 200 |
| Killer Bow | 5,000 |
| Kodachi | 5,100 |
| Lightning Scroll | 200 |
| Orichalcum Dirk | 3,400 |
| Poison Rod | 1,500 |
| Shuriken | 2,500 |
| Sleep Blade | 5,600 |
| War Hammer | 6,400 |
| Water Scroll | 200 |
| Wind Spear | 5,400 |

ARMOR

| NAME | PRICE |
|----------------|-------|
| Gaia Gear | 2,000 |
| Gauntlets | 3,000 |
| Golden Armor | 4,000 |
| Golden Helm | 3,500 |
| Golden Shield | 3,000 |
| Green Beret | 2,500 |
| Ninja Suit | 3,000 |
| Power Armlet | 2,500 |
| Power Sash | 4,500 |
| Twist Headband | 3,500 |
| Wizard's Hat | 1,500 |

ITEMS

| NAME | PRICE |
|---------------|-------|
| Antidote | 30 |
| Cottage | 600 |
| Ether | 1,500 |
| Eye Drops | 20 |
| Gold Needle | 150 |
| Goliath Tonic | 110 |
| Hero Cocktail | 110 |
| Hi-Potion | 360 |
| Holy Water | 150 |
| Iron Draft | 110 |
| Maiden's Kiss | 60 |
| Mallet | 50 |
| Phoenix Down | 1,000 |
| Potion | 40 |
| Power Drink | 110 |
| Speed Shake | 110 |

MAGIC

| NAME | PRICE |
|--------|-------|
| Bio | 3,000 |
| Blink | 3,000 |
| Break | 3,000 |
| Comet | 3,000 |
| Drain | 3,000 |
| Esuna | 3,000 |
| Return | 3,000 |
| Shell | 3,000 |
| Slowga | 3,000 |

Drakenvale

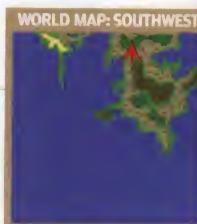


Just north of Quelb, you'll find the mountain-trail entrance to Drakenvale. Once again, you must save a Wind Drake by finding a rare item called Dragon Grass. But Drakenvale is full of undead creatures that will stop at nothing to end your quest.

RECOMMENDED JOB:

BARD

This generally weak job class will lay the smack down on the undead of Drakenvale.

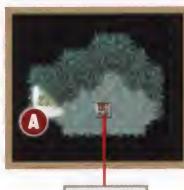
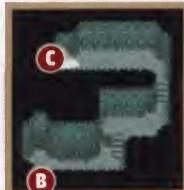


MONSTERS

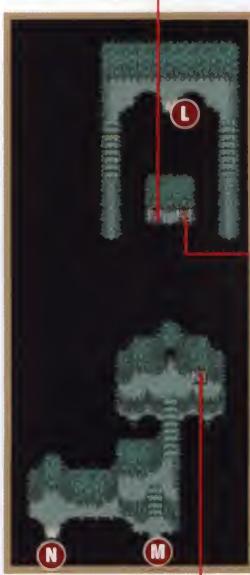
| NAME | HP | WEAK VS. |
|---------------|-------|----------|
| Bone Dragon | 2,590 | Fire |
| Drippy | 900 | Poison |
| Lycan | 500 | Fire |
| Poison Eagle | 100 | — |
| Zombie Dragon | 4,590 | Fire |

1 Song of the Dead

Your journey through Drakenvale will be much easier if you have learned the “Requiem” song in Quelb. A Bard (or someone with the Sing ability) can perform “Requiem” for Drakenvale's powerful undead enemies to inflict massive damage.



HYPNO CROWN



7,000 GIL

WIND SLASH



PHOENIX DOWN

2 Make a New Friend

A mysterious monster made of stone will show up periodically in the outdoor areas of Drakenvale, attack you, then flee. Pay it no mind until you reach Drakenvale's final area through passageway N. Rather than heading south toward the final boss battle, wander around the mountain range until you encounter a battle involving Golem. The two undead creatures will quickly turn on Golem, and if you can protect him, he'll lend you his Summon.



Be sure not to inflict damage on Golem, or all will be lost. (That means absolutely no Berserkers in your party!) Sing "Requiem"—it will destroy the two undead monsters but do no harm to Golem.

3 Fall and Rise

When you reach the cave through passageway H, fall down the hidden hole marked I. Enter door J, then hit the switch on the wall on the room's lower level to extend a walkway in the outside area. Exit the cave through door K and proceed up the mountain.



Dragon Flower / Dragon Pod

Summon Golem right off the bat to protect you from the attacks of the Dragon Flowers (which will regenerate when killed), then focus all your attacks on the Dragon Pod. Cast Gravity early on, then use strong physical attacks and the Titan Summon to cut down the evil plant.



STATUS

| | |
|----------|--------------|
| HP | 100 / 12,000 |
| EXP | - |
| Gil | - |
| STR | 5 / 40 |
| DEF | - |
| Weak Vs. | - |

Surgate Castle

WORLD MAP: NORTHWEST



ith Krile's Wind Drake restored to health, your next order of business is to visit Ghido the sage. When you fly to Ghido's Cave (which rests on a small island northeast of Drakenvale), an earthquake will hit and the island will crumble into the sea. Travel directly east from that location to Surgate Castle. Xezat, one of the original Dawn Warriors, rules the castle; but he's out leading a charge against Exdeath. Explore the castle for supplies and information before you move on.

1 Xezat's Song

From the throne room, head through the door marked C to the king's chamber. Read the book on the desk to learn "Swift Song," which will increase your party's speed in battle.

WEAPONS

| NAME | PRICE |
|-------------|-------|
| Great Sword | 8,400 |
| Heavy Lance | 8,100 |
| Osafune | 8,800 |
| Poison Axe | 9,600 |

ARMOR

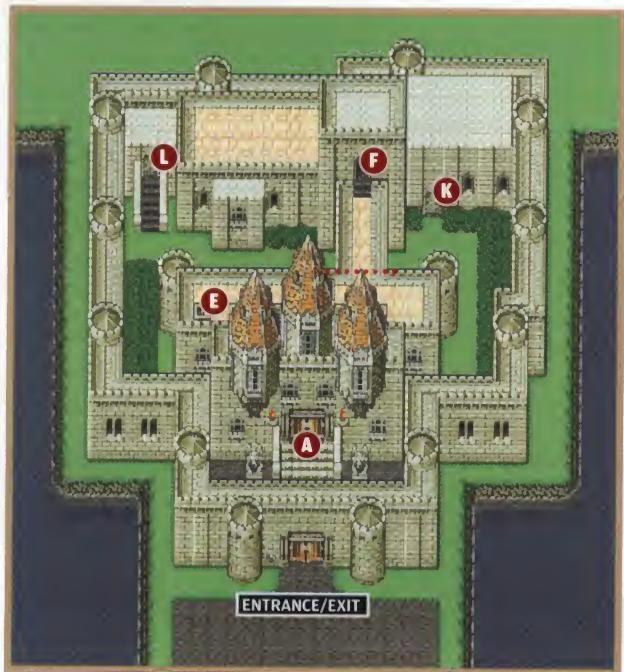
| NAME | PRICE |
|----------------|-------|
| Gaia Gear | 2,000 |
| Gauntlets | 3,000 |
| Golden Armor | 4,000 |
| Golden Helm | 3,500 |
| Golden Shield | 3,000 |
| Power Slash | 4,500 |
| Twist Headband | 3,500 |
| Wizard's Hat | 1,500 |

MAGIC

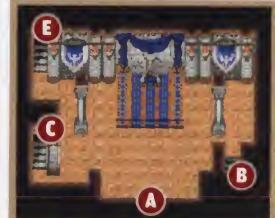
| NAME | PRICE |
|--------|-------|
| Blink | 3,000 |
| Shell | 3,000 |
| Esuna | 3,000 |
| Drain | 3,000 |
| Break | 3,000 |
| Bio | 3,000 |
| Comet | 3,000 |
| Slowga | 3,000 |
| Return | 3,000 |

ITEMS

| NAME | PRICE |
|---------------|-------|
| Antidote | 30 |
| Cottage | 600 |
| Ether | 1,500 |
| Eye Drops | 20 |
| Gold Needle | 150 |
| Goliath Tonic | 110 |
| Hero Cocktail | 110 |
| Hi-Potion | 360 |
| Holy Water | 150 |
| Iron Draft | 110 |
| Maiden's Kiss | 60 |
| Mallet | 50 |
| Phoenix Down | 1,000 |
| Potion | 40 |
| Power Drink | 110 |
| Speed Shake | 110 |



THRONE ROOM



B1

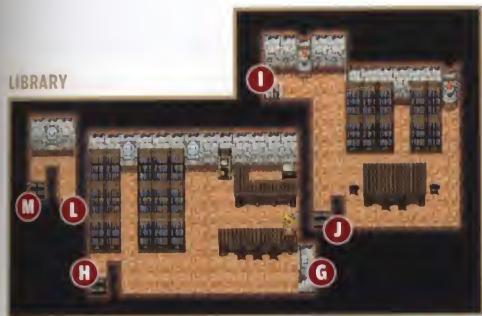


B2



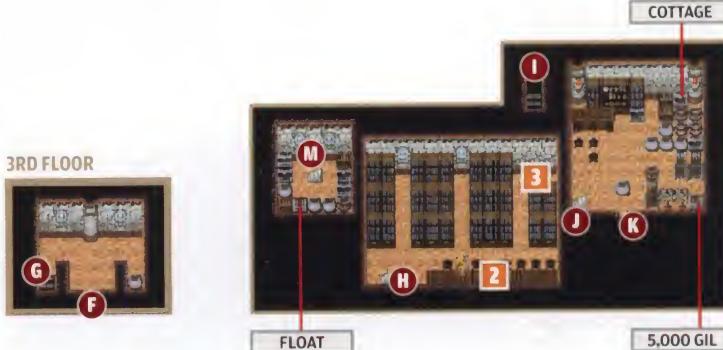
2 Librarian's Aid

In the castle library, you'll find a frustrated librarian in need of help. From the table near him, pick up the three books—*Weird Ronka*, *Register of Monsters*, and *Forbidden Book*—one by one, and place them alphabetically on the shelves in the same room. The old man will open a secret door that leads to some treasures, including the Time magic Float.



3 Outta the Way, Old Man

Much later in the game, after the two worlds are merged (page 74), revisit Surgate Castle. The old man that blocks this area will no longer be there, so you'll be able to retrieve the Cottage from the crate. You'll have to go through the book-sorting puzzle again, but by then you'll be a pro.



Xezat's Fleet



Xezat and his soldiers are closing in on Exdeath's castle, and it's time for the Warriors of Light to join the fight. Find the king's fleet just east of Castle Exdeath, and land your Wind Drake on the largest boat. There you'll meet Xezat and the fun will begin.

RECOMMENDED JOBS:

THIEF, SUMMONER

Most of your time on Xezat's fleet will be in battle against Gilgamesh—Thieves and Summoners will be effective against him.



| MONSTER | NAME | HP | WEAK VS. |
|--------------|-------|----|----------|
| Gobbledygook | 1,200 | - | - |



1 All Hands on Deck!

Xezat's men are preparing an underground attack, using the fleet as a decoy. When you meet Xezat, he'll suggest that you rest below deck. When you do, monsters will attack the ship. Head back to the deck and join the fight. You don't have to fight every one of the Gobbledygooks, but they aren't terribly tough and they offer a decent number of experience points. When you're ready to take on Gilgamesh, eliminate the Gobbledygook to the south, then approach your nemesis.

► Gilgamesh / Enkidu

Gilgamesh has learned his lesson fighting you, and will call for Enkidu to join the battle partway through. Enkidu can heal Gilgamesh and himself significantly, so take out Enkidu first. Summon Golem to increase your party's defense, and attack Gilgamesh using strong physical attacks (a Dragoon's Jump ability will suffice) and the Titan Summon.



If you have a Thief in your party, steal from Gilgamesh to receive the rare Genji Gloves.

| STATUS | |
|----------|---------------|
| HP | 8,888 / 4,000 |
| EXP | - |
| Gil | - |
| STR | 50 / 50 |
| DEF | 10 / - |
| Weak Vs. | - |

Barrier Tower



After you defeat Gilgamesh, follow King Xezat below deck to a submarine, which will take your party to Barrier Tower. Your goal is to reach the tower's antenna and destroy it—if you're not quite ready for the challenge, take the sub back to the surface.

WORLD MAP: SOUTHEAST



RECOMMENDED JOBS:

BLUE MAGE, SAMURAI

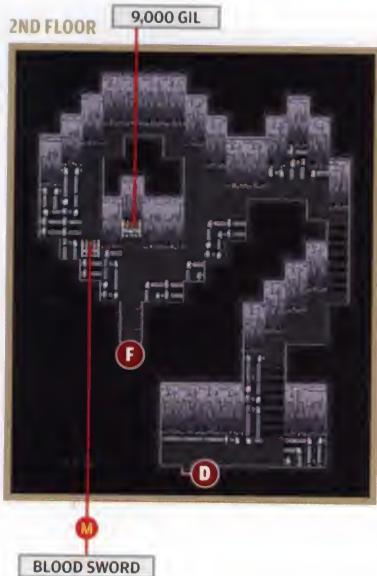
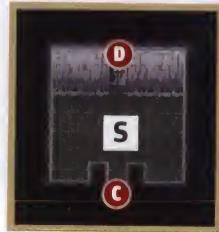
Having a Blue Mage in your party will be useful for learning new magic, and a Samurai's speed will aid your efforts against Atomos, the tower's boss.

MONSTERS

| NAME | HP | WEAK VS. |
|----------------|-------|-------------------|
| Gravitor | 1,800 | — |
| Level Tricker | 1,300 | Lightning |
| Magnetite | 1,200 | Lightning |
| Neon | 700 | — |
| Red Dragon | 7,500 | Ice, Earth, Water |
| Reflect Knight | 1,600 | — |
| Traveler | 1,400 | — |
| Yellow Dragon | 8,500 | — |
| Ziggurat Gigas | 2,420 | — |



2ND FLOOR

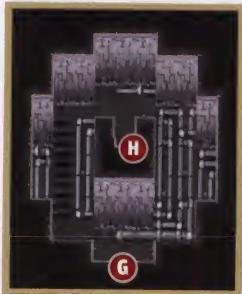


B1

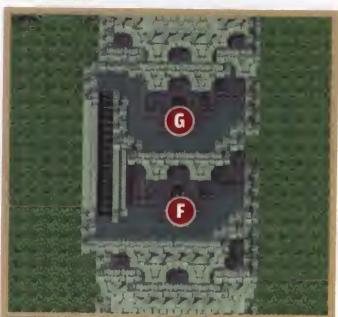
5TH FLOOR

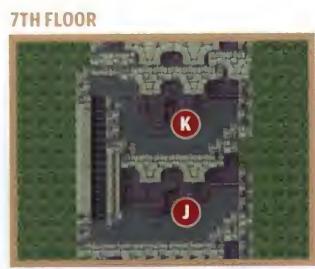


4TH FLOOR



3RD FLOOR





1 Blue Mage Gold Mine

Barrier Tower is a blue-magic cornucopia—many of its occupants cast powerful magic that a Blue Mage (or a party member with the Learning ability) can learn; see the table below. However, the learning party member must be struck, and your party must complete the battle without fleeing.



You'll run into the Level Tricker around Barrier Tower's ninth floor. Level Tricker will cast Level 4 Graviga, a spell that will affect only party members whose experience level is at a multiple of four. If you want to learn the spell, your Blue Mage's level must be at a multiple of four.

| MONSTER | BLUE MAGIC |
|----------------|-----------------|
| Level Tricker | Level 4 Graviga |
| Neon | Flash |
| Traveler | Time Slip |
| Ziggurat Gigas | Off-Guard |

2 Mage's Best Friend

In the treasure chest on the tenth floor, you'll find a Gold Hairpin, which halves any MP use for its wearer. A Gold Hairpin will do wonders for any Mage in your party, but you'll have to work for it—a Red Dragon waits inside the treasure chest.

Atomos

Atomos is one mean creature. It will cast Comet on individual party members—and it will most likely kill them. As your party members lie on the ground, Atomos will slowly suck them into its wormhole. Your best bet for defeating the beast is to cast Haste on your heavy hitters, and attack as fast as you can, regardless of who's still standing.



Blue-magic spell Dark Spark will be effective against Atomos, as will a Samurai's Zeninage attack. It costs gil to use Zeninage, but it will end this time-sensitive battle quickly.

STATUS

| | |
|----------|--------|
| HP | 19,997 |
| EXP | - |
| Gil | - |
| STR | 10 |
| DEF | 14 |
| Weak Vs. | - |

Navigating the Seafloor



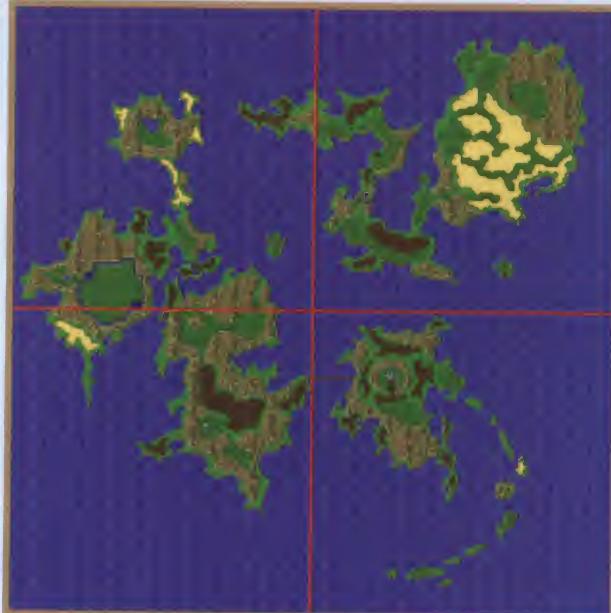
Nowing the importance of destroying the barrier around Exdeath's castle, Xezat sacrifices himself for the cause. His parting gift? A submarine—the same sub that was used to infiltrate Barrier Tower. Your new vehicle not only gives you access to the overworld map by way of sea travel; it also introduces you to a whole new world underwater.

Traveling by Sub

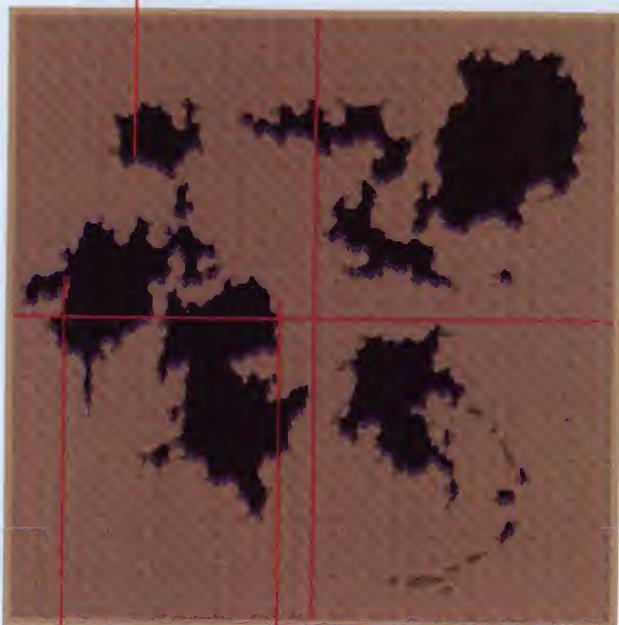
Above water, the submarine works just like a ship. You can travel the entire ocean and park your vessel on any shore to take your party on dry land. Pressing the A Button will send your sub underwater, giving you access to a new map with new locations. Just like in the overworld, press the R Button to bring up a map—you'll see three blinking dots that represent the underwater areas you can access by sub.



Aside from a few secret channels like the one in the screenshot to the left (used to reach the village of Moore), the seafloor is basically the inverse of the overworld. Black represents areas that are inaccessible by submarine.



CAVE TO NORTHERN LAKE



PASSAGE TO MOORE

GHIDO'S CAVE

Docking Your Vessel

To enter one of the three areas under the sea, just navigate your submarine directly over it on the underwater map. Your sub will be docked at the entrance to the area. From there, you have three options: go downstairs to rest and regain health, exit through the main door to leave the submarine, or press A at the control panel to head back out into the water.

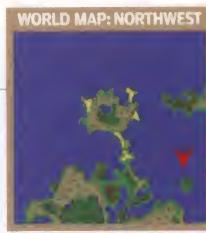


Your submarine is a great place to rejuvenate your party. Sleeping on the sub has the same effect as staying at an inn, and it's absolutely free.

Ghido's Cave



To learn how to defeat Exdeath, you'll need to find Ghido. The entrance to Ghido's Cave is right where his island used to be, but underwater. Find the cave using the submarine, and prepare for a surprise when you meet the legendary sage.



MONSTERS

| NAME | HP | WEAK VS. |
|------------|-------|-------------|
| Dark Aspic | 900 | Fire |
| Metamorph | 7,000 | Wind, Water |

1 Monster Knock-Offs

There are only two types of monster in Ghido's Cave: Dark Aspic and Metamorph. The latter possesses the ability to transform into a number of other monsters such as Shiva, Ifrit, Cait Sith, Elf Toad, and Enchanted Fan. You can try to keep up with Metamorph's ever-changing weaknesses, or you can just pound the old man with strong physical attacks to end his shenanigans—it's your choice. Either way, fight as many Metamorphs as you can—if you get lucky, Metamorph will drop a rare Staff of Light when defeated.

2 For Those About to Rock

Soon after entering Ghido's Cave, you'll find a room that contains five seemingly empty treasure chests. However, the chest in the middle has a stone in it. Take the stone out, then place it in any of the other four chests to open secret passageways. Start with the top-left chest, then head through the passageway at point E and flip the skull switch—this will open a passageway above. Head back to the chest room and move the stone to the chest in the lower-left corner. Enter the passageway at point D and proceed deeper into the cave.



Every chest except the one in the middle will open a secret passage, but only the two chests on the left are worth messing with—the others lead nowhere.

SEAFLOOR



B2



B2



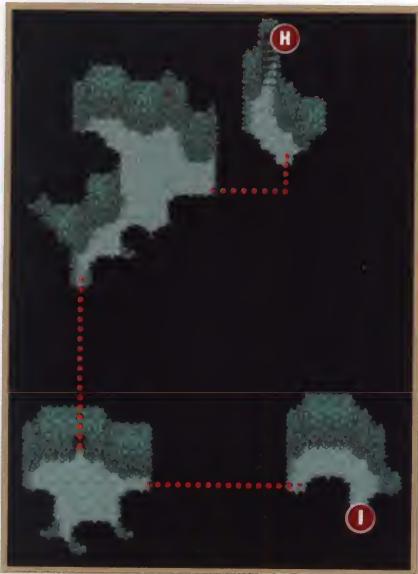
B3



3 Tricks of the Eye

At first glance, floor B3 will seem like a dead end. When you head to the southwest corner, however, a hidden passageway will be revealed. Follow it to the switch, which will open a new passageway at point H. The next floor down also has a number of hidden passageways that you can see only when you are close to them. Consult map B4 (on the following page) to find your way through.

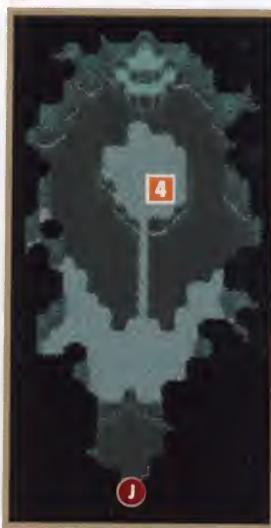
B4



B5



B6



4 Ghido's Chamber

Jump into the water on level B5 to be whisked away to Ghido's chamber. Speak with the turtle to learn more about Exdeath and receive the Guardian Branch, then cast the Time-magic spell Teleport to avoid having to backtrack all the way to your submarine.

Moore



You can access the remote village of Moore only by navigating your submerged submarine through an underwater channel on the western side of the continent, then surfacing in a small lake. (To find the channel, look for discrepancies between the overworld map and the seafloor map.) Your first order of business in Moore is to stock up on supplies for the difficult journey through the Great Forest of Moore.



CHICKEN KNIFE or BRAVE BLADE

1 Personality Test

Much later in the game, after the two worlds are merged (see page 74), you can return to the village of Moore. Head through the back of the shed in the southwest corner of town to find a secret path through the woods. At the end of the path, you'll have a choice to take either the Chicken Knife or the Brave Blade. If you choose the Chicken Knife, it will become stronger the more you flee from battles. If you choose the Brave Blade, it will become weaker the more you flee from battles.

| ITEMS | |
|---------------|-------|
| NAME | PRICE |
| Antidote | 30 |
| Cottage | 600 |
| Ether | 1,500 |
| Eye Drops | 20 |
| Gold Needle | 150 |
| Goliath Tonic | 110 |
| Hero Cocktail | 110 |
| Hi-Potion | 360 |
| Holy Water | 150 |
| Iron Draft | 110 |
| Maiden's Kiss | 60 |
| Mallet | 50 |
| Phoenix Down | 1,000 |
| Potion | 40 |
| Power Drink | 110 |
| Speed Shake | 110 |

WEAPONS

| NAME | PRICE |
|-----------|-------|
| Air Knife | 6,800 |
| Elven Bow | 7,500 |

MAGIC

| NAME | PRICE |
|----------|-------|
| Berserk | 6,000 |
| Bio | 3,000 |
| Blink | 3,000 |
| Blizzaga | 6,000 |
| Break | 3,000 |
| Comet | 3,000 |
| Curaga | 6,000 |
| Drain | 3,000 |
| Esuna | 3,000 |
| Firaga | 6,000 |
| Graviga | 6,000 |
| Hastega | 6,000 |
| Old | 6,000 |
| Reflect | 6,000 |
| Return | 3,000 |
| Shell | 3,000 |
| Slowga | 3,000 |
| Thundaga | 6,000 |

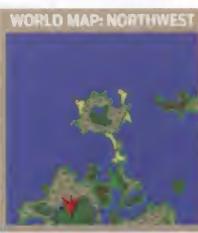
ARMOR

| NAME | PRICE |
|----------------|-------|
| Diamond Armlet | 4,000 |
| Diamond Armor | 8,000 |
| Diamond Helm | 7,000 |
| Diamond Plate | 6,000 |
| Diamond Shield | 6,000 |
| Luminous Robe | 4,000 |
| Sage's Miter | 3,000 |
| Tiger Mask | 5,000 |

Great Forest of Moore



othing is what it seems in the Great Forest of Moore, home of the Guardian Tree and birthplace of Exdeath. Your journey through the forest will be long and arduous—bring along plenty of supplies, especially Ethers and Mallets from the item shop in Moore.



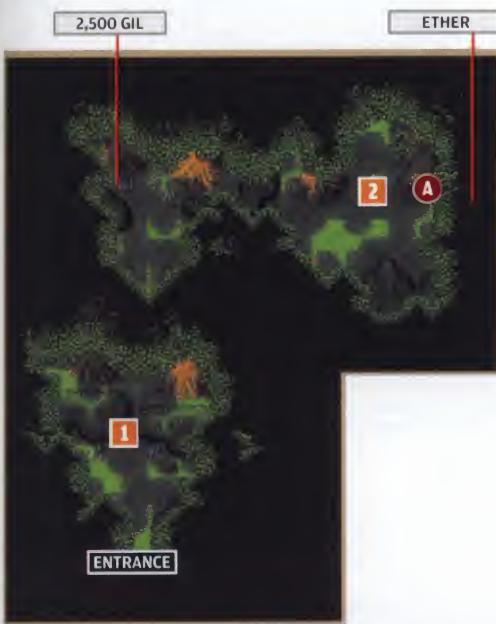
RECOMMENDED JOBS:

CHEMIST, SUMMONER

If you haven't experimented with the Chemist job class yet, now's a good time—you'll want a Chemist with the Mix ability (gained at level 2) for the difficult boss battle ahead.

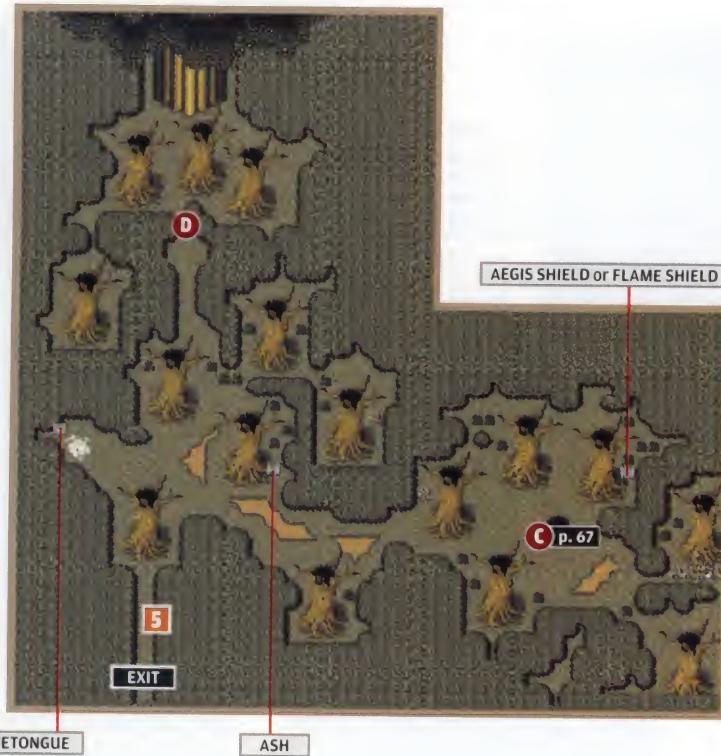
MONSTERS

| NAME | HP | WEAK VS. |
|---------------|-------|----------|
| Galajelly | 75 | — |
| Imp | 2,000 | — |
| Mammon | 1,700 | Fire |
| Mini Magician | 1,100 | — |
| Wurm | 2,700 | — |



1 Access Granted

You won't get anywhere in the forest without first acquiring the Guardian Branch from Ghido's Cave. The branch will create paths through parts of the mystical forest that are blocked otherwise.



2 The Forest Is Alive

Each time you see a tree that has an opening, investigate the tree to get help from a wood sprite. The first sprite lives in a tree near the end of the forest's first area. Check the tree at point A; an underground passageway will open, granting you access to the next area.

3 Choose Your Armor

As soon as you near the end of the forest's third area, a massive fire will break out. You'll have to make a decision: One treasure chest is available within the confinement of the flames, and it contains an Aegis Shield, which has the power to absorb enemy magic attacks. But if you wait until the flames die down, the chest will contain a Flame Shield, powerful against Fire attacks. Both the Aegis Shield and the Flame Shield are fine pieces of armor, and both are available later in the game as well.



To get the Aegis Shield, you'll need to squeeze through the tight spot between the tree trunk and the flame below it.

4 Moogles to the Rescue!

Soon after the fire breaks out, a Moogles will rescue you. Follow the Moogles down the newly created hole to rest there until the fire dies down. And while you're down there, be sure to check the pool of water—it will completely replenish your party's HP and MP, remove status ailments, and revive any fallen members.

5 Play It Safe

The forest's guardian crystals will be the toughest enemies you've yet encountered. Before entering their lair (which lies to the north through point D), head outside to save your game and view the carnage left by the forest fire.

Crystal

It's virtually impossible to survive the battle with the guardian crystals for more than a handful of rounds, so take them out quickly. Avoid all black magic, and make sure one member knows Curaga. Have a Chemist (or someone with the Mix ability) brew up a Death Potion, which will KO one of the four creatures. Physical attacks and Summons should take care of the rest, but elemental Summons will most likely heal one of the enemies, as each embodies a different element.



To create a Death Potion in battle, use the Mix ability, and select a Dark Matter and a Phoenix Down. The concoction will kill one of the boss's four embodiments instantly.

| STATUS | |
|----------|-------|
| HP | 7,777 |
| EXP | — |
| Gil | — |
| STR | 40 |
| DEF | 10 |
| Weak Vs. | — |

Northern Lake

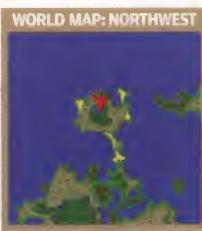


Before heading off to Exdeath's castle, get back in your submarine (you can leave the Wind Drake just west of Moore) and head to the northernmost blinking light on your seafloor map. There you'll find an entrance to a small wooded area surrounding a lake. Visiting this area is optional, but if you skip it you'll miss out on a new Summon.



1 Path to the Lake

Your trip from the submarine to the surface will be short, but you'll randomly encounter two difficult enemy types—Druid and Ironback. Use a Beastmaster to capture an Ironback, then head to the surface and meander through the wooded area until you encounter Catoblepas. Once you defeat this optional boss, it will lend you the power to summon it in battle.



RECOMMENDED JOB:

BEASTMASTER

If you have the Kornago Gourd equipped, a Beastmaster shouldn't have much trouble catching an Ironback. This will make your battle with Catoblepas a breeze.

MONSTERS

| NAME | HP | WEAK VS. |
|----------|-------|----------|
| Druid | 2,200 | — |
| Ironback | 2,200 | Ice |

► Catoblepas

Catoblepas will cast Demon Eye and turn your party members to stone. Before it gets too far, have a Beastmaster release a captured Ironback for a one-hit KO.

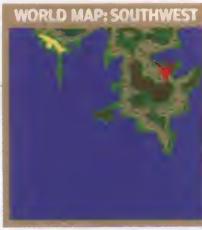


| STATUS |
|------------|
| HP 5,000 |
| EXP — |
| Gil — |
| ATK 55 |
| DEF 20 |
| Weak Vs. — |

Gil Cave



gil-grubbing adventurers can access the optional Gil Cave just west of the Big Bridge, but they'll be in for a fight before they walk away with any gil. The cave is full of difficult monsters, most notably the Gil Turtle. If you're up for a challenge and in need of some quick cash, visit the Gil Cave—but enter at your own risk!

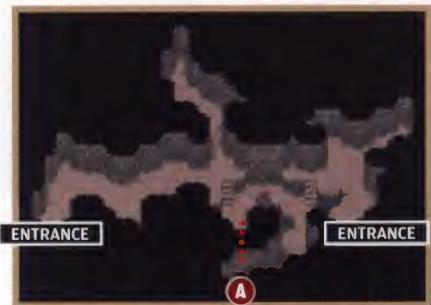


1 Death by Greed

The resident Undergrounders might do the party some damage, but the fun doesn't truly begin until you pass through the door in the deepest part of the Gil Cave. There you'll encounter the Gil Turtle, a nasty beast that only the strongest can defeat.



Once you pass through the door, you'll begin picking up more and more gil with each step you take. Don't let your greed get the best of you—you'll run into a Gil Turtle eventually.



► Gil Turtle

Cast the Time-magic spell Float on your entire party before the battle begins. The "Requiem" song will inflict a fair amount of damage, but make no mistake—fighting a Gil Turtle is not for the weak. Have a Curaga-caster, and summon Golem early on.



STATUS

| | |
|----------|--------|
| HP | 32,768 |
| EXP | — |
| Gil | 5,000 |
| STR | 115 |
| DEF | 40 |
| Weak Vs. | Ice |



MONSTER

| NAME | HP | WEAK VS. |
|---------------|-------|----------|
| Undergrounder | 1,450 | Earth |

Castle Exdeath



xdeath's abode was your first stop when you reached the new world, but you'll soon learn you just barely scratched the surface. The new Castle Exdeath is much bigger, and far more perilous. Are you ready to face Exdeath, the incarnation of evil?

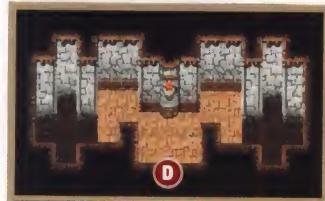
WORLD MAP: SOUTHEAST



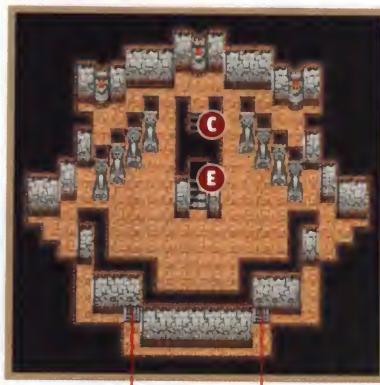
MONSTERS

| NAME | HP | WEAK VS. |
|------------------|-------|----------------------|
| Adamantite Golem | 3,650 | Lightning |
| Abductor | 2,500 | — |
| Bandercoeurl | 2,600 | Fire |
| Black Warlock | 1,999 | Holy |
| Blind Wolf | 900 | Fire |
| Blue Dragon | 6,900 | — |
| Hellraiser | 1,050 | — |
| Imp | 2,000 | — |
| Iron Fist | 3,300 | Fire, Ice, Lightning |
| Jackanapes | 666 | — |
| Magic Dragon | 2,900 | Poison, Wind |
| Oiseaurare | 1,900 | — |
| Red Dragon | 7,500 | Ice, Earth, Water |
| Reflect Mage | 1,300 | — |
| Shell Bear | 380 | — |
| Tarantula | 200 | Ice |
| Twin Lizard | 1,500 | Ice |
| Yellow Dragon | 8,500 | — |

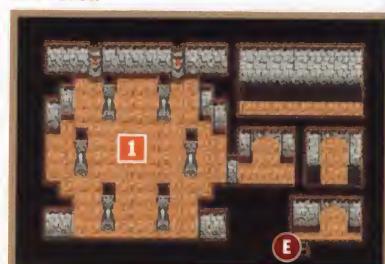
1ST FLOOR



2ND FLOOR



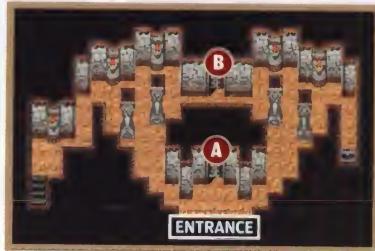
3RD FLOOR



1ST FLOOR



1ST FLOOR



1ST FLOOR



RECOMMENDED JOBS:

GEOMANCER, THIEF

A Geomancer's inherent abilities include Light Step and Find Pits—two skills that will be incredibly useful in Castle Exdeath. A Thief's Find Passages ability will be helpful as well, as will his Steal command, which you can use to nab a rare Poison Rod from a Black Warlock.

1 Exdeath's Illusion

At first, you'll find your return to Castle Exdeath similar to your initial visit—until you reach the third floor, that is. The truth is that the version of the castle you've encountered has been an illusion. To reveal the real Castle Exdeath, you'll need the help of Kelger, the last living Dawn Warrior.

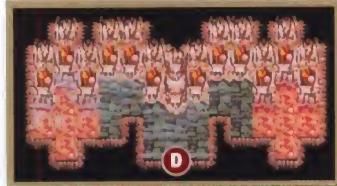


When you reach the third floor and find it to be a dead end, head back the way you came—Krile will realize what's going on, and call on Kelger for help.

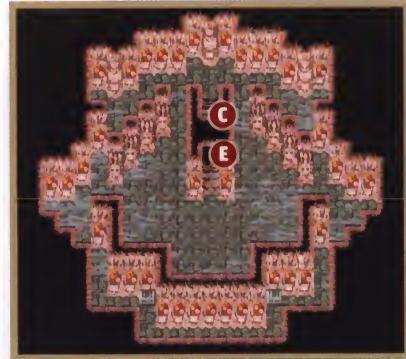
Castle Exdeath's True Form

The maps below represent Castle Exdeath after the illusion is lifted. The new version is full of trapdoors, lava, and much-more-difficult enemies. Follow the maps all the way to the thirteenth floor, where you'll finally face Exdeath.

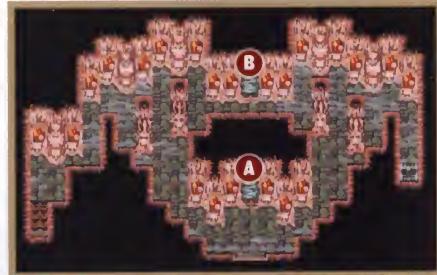
1ST FLOOR



2ND FLOOR



1ST FLOOR



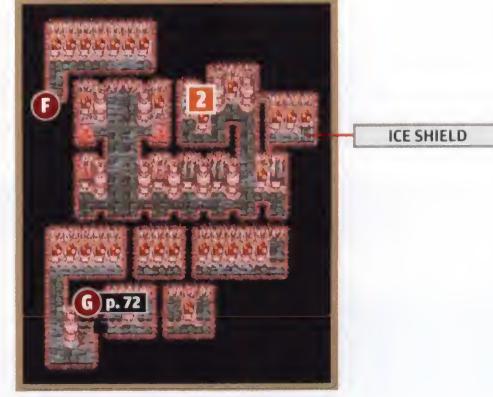
1ST FLOOR



3RD FLOOR



3RD FLOOR

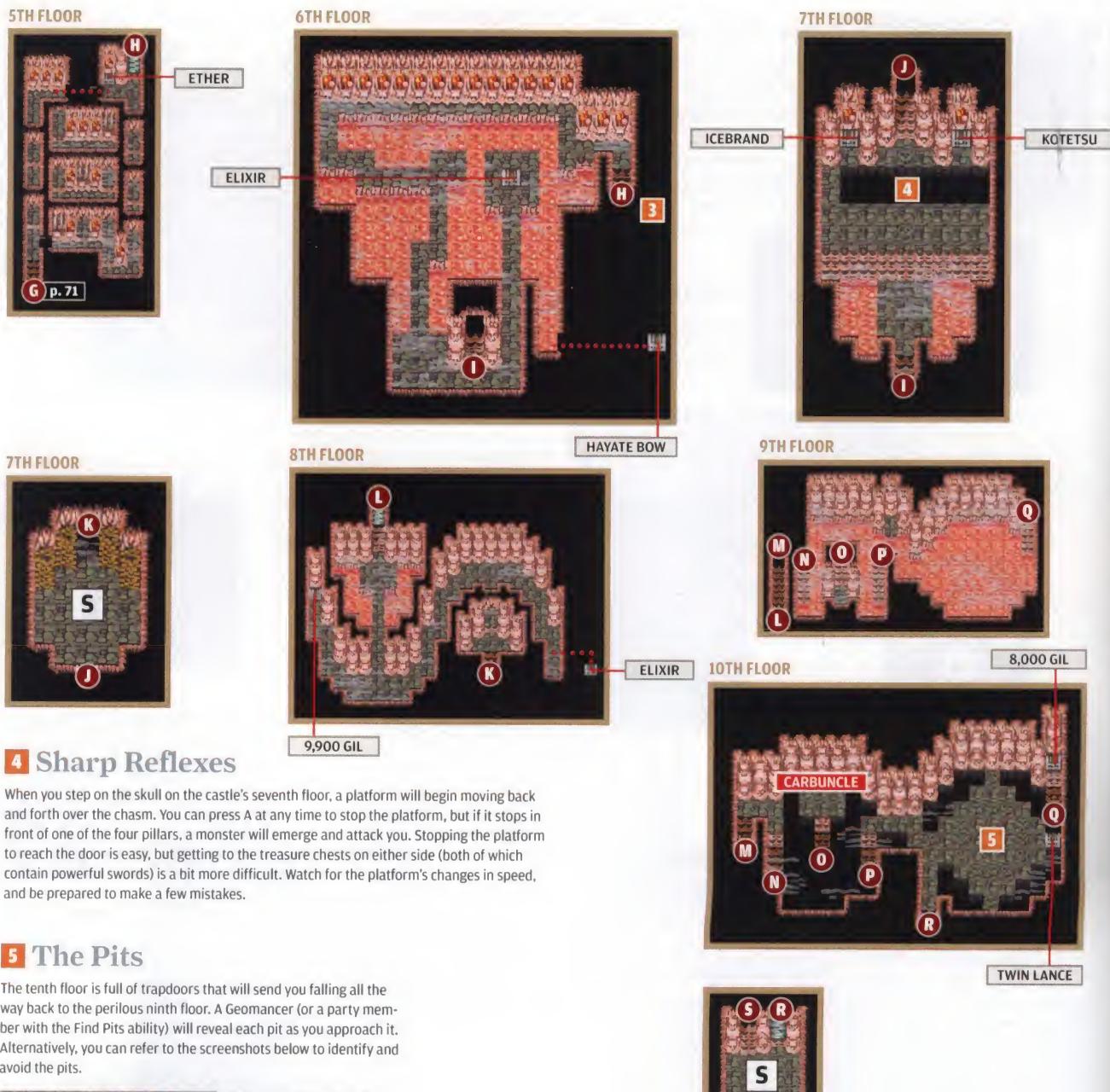


2 Activate the Switch

When you reach the fourth floor, you'll notice a treasure chest in a small enclosed area. Hit the switch nearby to open a wall and retrieve the Ice Shield—a valuable commodity in Castle Exdeath.

3 Burning Grounds

The castle's sixth floor (on the following page) contains lava-filled passageways. You can avoid the lava by sticking to the path, but you'll miss out on the Hayate Bow. To travel safely over the lava, either have someone with the Time ability cast Float on the entire party, or simply have a Geomancer in your party. (Don't miss the hard-to-see ramps that lead to and from the lava channels.)

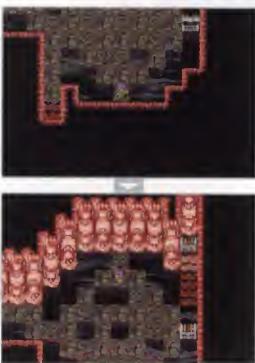


4 Sharp Reflexes

When you step on the skull on the castle's seventh floor, a platform will begin moving back and forth over the chasm. You can press A at any time to stop the platform, but if it stops in front of one of the four pillars, a monster will emerge and attack you. Stopping the platform to reach the door is easy, but getting to the treasure chests on either side (both of which contain powerful swords) is a bit more difficult. Watch for the platform's changes in speed, and be prepared to make a few mistakes.

5 The Pits

The tenth floor is full of trapdoors that will send you falling all the way back to the perilous ninth floor. A Geomancer (or a party member with the Find Pits ability) will reveal each pit as you approach it. Alternatively, you can refer to the screenshots below to identify and avoid the pits.



When you first enter the area with the falling floors, make your way to the southernmost end of the room to open a catwalk to door R. Go through the door and save your game, then return to the falling-floor area and head to the northernmost end. You'll be transported to an optional battle with Carbuncle.

→ **Carbuncle**

One way to get around Carbuncle's powerful Reflect spell is to cast Reflect on each of your party members, but the easiest way to fell the beast is to summon Catoblepas. It may take a few tries, but when it sticks, Carbuncle's toast, and the power to summon Carbuncle will be yours.

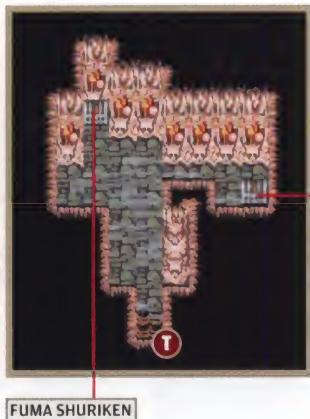


| STATUS | |
|----------|--------|
| HP | 15,000 |
| EXP | - |
| Gil | - |
| STR | 50 |
| DEF | 50 |
| Weak Vs. | - |

11TH FLOOR



12TH FLOOR



12TH FLOOR



13TH FLOOR



6 Gilgamesh's Last Hurrah

On the eleventh floor of Castle Exdeath, you will fight Gilgamesh for the fourth and final time. The battle won't happen until you open the empty treasure chest in the middle of the room, then attempt to leave. Be sure to save your game and use a Cottage before the fight.



Before checking the empty treasure chest and triggering the battle with Gilgamesh, go through door T to collect two powerful weapons—a Partisan and a Fuma Shuriken. If you're using a Dragoon, equip the Partisan to him. You may want to save the Fuma Shuriken for a more difficult battle.

► Gilgamesh

Gilgamesh has two forms, but there isn't much of a difference between them. Lower the boss's HP with strong physical attacks, such as throwing Shurikens with a Ninja. If you have a Thief, steal from Gilgamesh's second form to get a Genji Helm.



| STATUS | |
|----------|--------|
| HP | 55,000 |
| EXP | — |
| Gil | — |
| STR | 60 |
| DEF | 10 |
| Weak Vs. | — |

7 Are You Up for It?

As soon as you enter the castle's thirteenth floor, you will fight Exdeath. To prepare for this monumental battle, save your game then take stock of your jobs and abilities carefully to formulate a plan. There are a lot of ways to fight Exdeath, and the beast doesn't have any particular weaknesses other than Holy. No matter what, the battle will be lengthy and difficult—a strong, well-rounded party is the only way to survive Exdeath's onslaught of attacks.

► Exdeath

Exdeath's attacks are all big, all the time. Casting Protect and Haste spells and summoning Golem will get your party started on the right foot. Curaga or the Blue-magic spell White Wind will work as healing methods. Hit Exdeath hard and often, and don't be afraid to use the gil-wasting Zeninage ability with a Samurai—it's supereffective against Exdeath.



Exdeath will cast a smorgasbord of spells that may include Level 3 Flare, which affects only party members whose overall experience points are at a multiple of three. A Blue Mage can learn the spell during battle.

| STATUS | |
|----------|--------|
| HP | 32,768 |
| EXP | — |
| Gil | — |
| STR | 58 |
| DEF | 25 |
| Weak Vs. | Holy |

The Merged World



You've defeated Exdeath, you're back at Castle Tycoon, and everything is fine—or so it seems. But Exdeath's evil plan has really just begun. After a series of events that leaves you back at the Library of the Ancients and separated from Lenna, you'll learn that the two worlds you know have been merged into one. Your new quest is to gather four ancient tablets and break the seals on the 12 legendary weapons. Be sure to learn the "Manas Paean" song upstairs at the library, then bid the scholars farewell and head east to the desert.



Is Exdeath really defeated? You'll find out soon enough.



Pyramid of Moore



With the Sealed Tome deciphered, your party's quest for the first tablet leads to the Pyramid of Moore, deep within the desert. Stop by the village of Moore (see page 66) in the east to rest and stock up on supplies, then infiltrate the perilous pyramid.

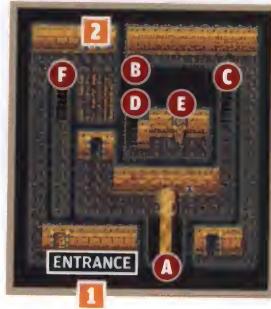
WORLD MAP: NORTHWEST



MONSTERS

| NAME | HP | WEAK VS. |
|---------------|-------|------------------|
| Archeosaur | 9,960 | Fire, Earth |
| Aspis | 1,280 | Ice |
| Bandercoeur | 2,600 | Fire |
| Black Warlock | 1,999 | Holy |
| The Damned | 1,980 | — |
| Gargoyle | 5,000 | — |
| Grand Mummy | 6,000 | Fire |
| Lamia Queen | 2,100 | Ice |
| Mecha Head | 7,210 | Lightning, Water |
| Mummy | 2,900 | Fire |
| Objet d'Art | 3,300 | Lightning |
| Rajiformes | 2,200 | Lightning |
| Sekhmet | 6,000 | — |
| Steel Fist | 4,000 | — |
| Ushabti | 1,200 | Lightning |
| Zephyrus | 3,780 | — |

1ST FLOOR



RECOMMENDED JOB:

BARD

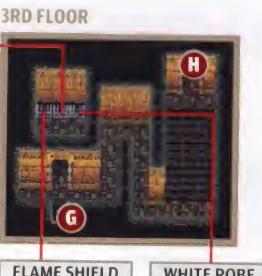
With only three party members, you'll have to be a bit more selective about job choices. A Bard's "Requiem" song will be incredibly effective against most enemies in the pyramid, especially those that are hiding within chests.



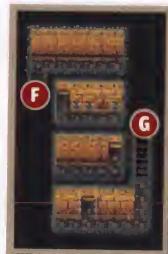
B1



3RD FLOOR



2ND FLOOR



4TH FLOOR



1 Gargoyle Guardians

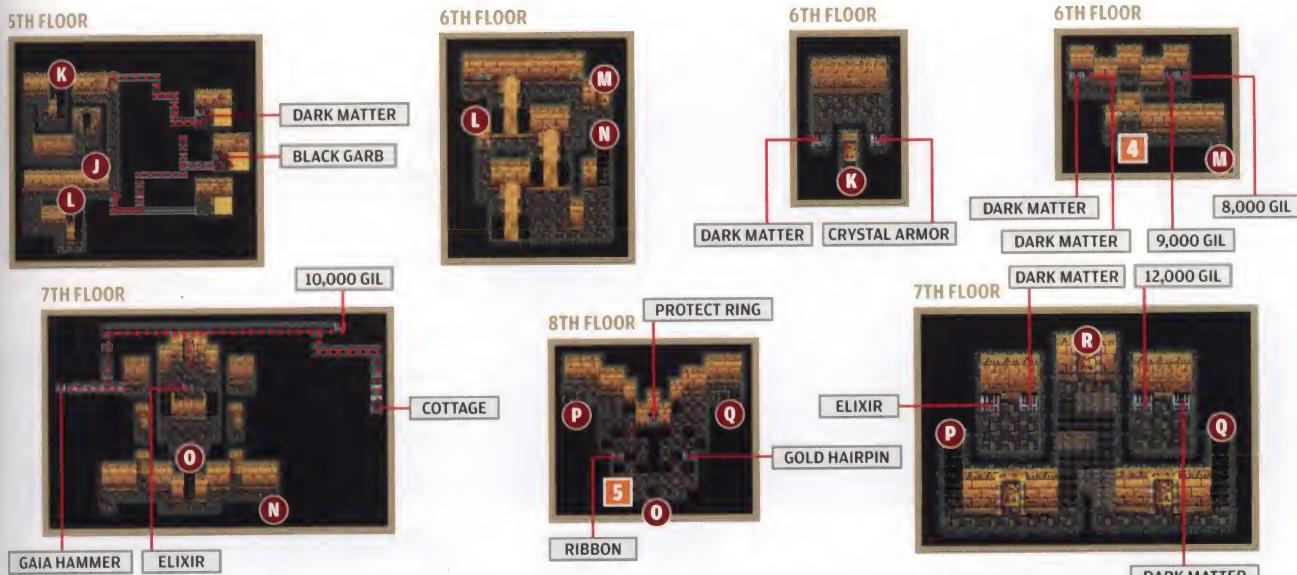
When you check the entrance to the pyramid, two Gargoyle statues will come to life and attack. The trick to taking out the Gargoyles is that you must defeat them simultaneously, so avoid physical attacks. Instead, use strong Black magic and offensive Summons to defeat the pair.

2 Sharp Pains

Spikes on floors are bad enough when they just injure you, but these spikes inflict Poison as well. To lessen the threat on the first floor, activate the first and third switches on the north wall to create a passageway through the spikes.

3 Killing Machines

The fourth floor will be crawling with Mecha Heads, and unlike the usual breed of monsters, these mechanilike beasts will be visible before you encounter them in battle. Avoid as many as possible, and use lightning-based magic on the rest.



4 Right and Wrong

On the sixth floor, enter the door marked M and activate the switch on the left—it will grant you access to the four treasure chests. The two chests on the left contain monsters, but Dark Matter is hard to come by, so take one for the team.

5 Shifting Ground

When you enter the eighth floor, tread carefully—it shifts constantly. Study the floor's pattern, and walk (don't run) carefully to collect the three treasure chests and reach the two doors. If you do fall, it won't be the end of the world—you'll likely end up in a previously inaccessible room (which contains an Elixir) on the seventh floor.



The screenshots to the left illustrate the floor's two patterns. Once you learn which squares never disappear, getting across will be easy.



6 The First Stone Tablet

To retrieve what you came here to get, go through the door marked P, then follow the path up the broken staircase to door R. The tablet will be waiting for you, and there's no resistance—yet. Once the tablet is in your possession, head back outside and save your game. Go east to the Guardian Tree; you'll soon be battling Melusine.

Melusine

Interdimensional demon Melusine can change her elemental weakness at will using Barrier Change, and is immune to many physical attacks. Pinpoint her weakness using Scan or a weak Black magic, then let her have it. She'll always begin the fight weak to fire—use this knowledge and come into battle swinging.



Have a sword-wielder use the Flamentongue and Icebrand swords along with the Rapid Fire ability. Wait for her to become weak to fire or ice, and change weapons midbattle by pressing up on the Control Pad while you're in the Item menu.

STATUS

| | |
|----------|--------|
| HP | 20,000 |
| EXP | — |
| Gil | — |
| STR | 49 |
| DEF | 90 |
| Weak Vs. | Varies |

Legendary Weapons

After your battle with Melusine, Lenna will rejoin your party. Head northeast to the airship to trigger an event in which Exdeath uses its powers to suck many towns into his void. After the dust settles, fly your airship to Kuza, the Sealed Castle (page 55) to cash in your newly found tablet for three legendary weapons.

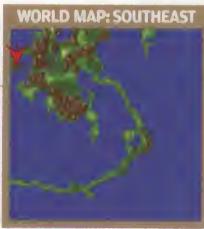


There are 12 incredibly powerful weapons available for your taking, but you can choose only three this time around.

Island Shrine



ablet number two is resting within the Island Shrine, located on the Big Bridge. Before visiting the shrine, you may want to explore the merged world using your airship. Regole (page 55) and Castle Surgate (page 61) in particular have newly available treasures to obtain.



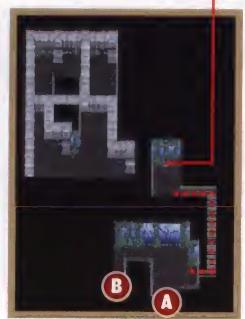
RECOMMENDED JOBS:

GEOMANCER, SAMURAI

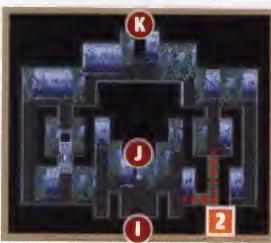
A Geomancer's Find Pits ability will be useful on the shrine's fifth floor, while a Samurai will be effective during the difficult boss battle.

MONSTERS

| NAME | HP | WEAK VS. |
|---------------|--------|------------------|
| Cover | 7,000 | - |
| The Damned | 1,980 | - |
| Executor | 2,000 | - |
| Mecha Head | 7,210 | Lightning, Water |
| Numb Blade | 2,400 | - |
| Oiseaurare | 1,900 | - |
| Pantera | 18,000 | Fire |
| Prototype | 5,000 | - |
| Shadow Dancer | 4,480 | - |
| Tot Aevis | 33,090 | - |



3RD FLOOR



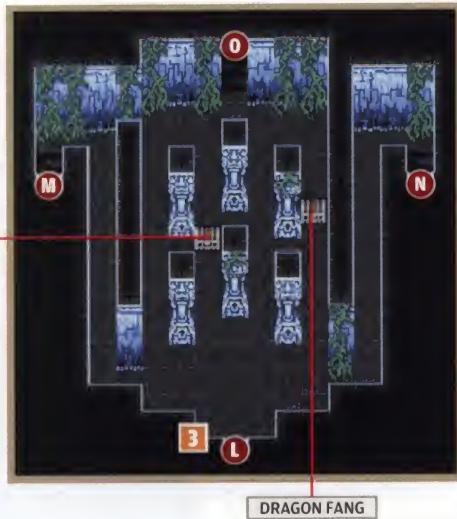
2 Resist Temptation

If you have a Thief in your party when you reach the third floor, you'll notice a secret passage to the right. The passage is a red herring, meant to lure you toward a pitfall. To reach the other side of the room, head left, staying close to the wall to find your way around the maze.

4TH FLOOR



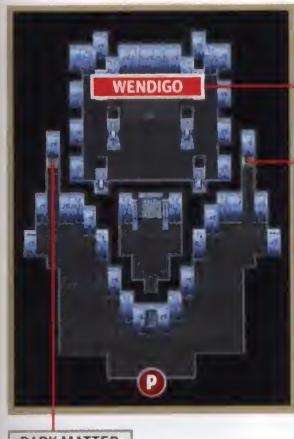
5TH FLOOR



6TH FLOOR



7TH FLOOR



► Wendigo

Defeating Wendigo is tricky business. Only one of the four Wendigos is real, but they can all attack. Hit the demon hard using nonmagic, multienemy attacks. Wendigo will likely counter with a devastating Frost attack (against which Ice Shields are effective), then juggle its position amongst the fakes. Keep at it, and expect lots of damage to your party.



Have a Samurai (preferably one with an Ice Shield) launch the Zeninage attack. It will drain your party's gil, but the amount of damage it will do to the real Wendigo makes it well worth the loss.

STATUS

| | |
|----------|--------|
| HP | 20,000 |
| EXP | - |
| Gil | - |
| STR | 65 |
| DEF | 10 |
| Weak Vs. | - |

3 Falling Down

If you don't have a Geomancer in your party, assign the Find Pits ability to a party member as soon as you enter the fifth floor. There are weak points in the floor in this room—Find Pits will help you avoid falling to the room below.

Summoner Diversions

With Wendigo defeated, cast Teleport to escape the Island Shrine. You can now return to Kuza (see page 55) to obtain another three legendary weapons. Before moving on to Fork Tower, take on a couple of side quests to earn new Summon

magic. Visit Syldra in the old Pirates' Cave first, then head to Jachol Cave (now in the southeast). Climb the vines at the end of the cave to reach the basement of the Castle of Bal, where Odin awaits.

► Syldra

Faris's old buddy Syldra is, in fact, deceased, but his spirit lives on in the Pirates' Cave, and you can take it with you! Land your airship in the tiny, mountain-enclosed area to the northeast of the Island Shrine. This will lead you to the Pirates' Hideout you visited at the very beginning of the game. Syldra won't put up a fight like most of the others, and its Summon is quite powerful—don't skip this quest.



► Odin

You'll have only one minute to defeat Odin and earn its Summon, and he's tricky. Bring a Mystic Knight into the battle, and use the Spellblade magic Break. After that, one hit from your Mystic Knight with a powerful enough sword should do the trick.



STATUS

| | |
|----------|--------|
| HP | 17,000 |
| EXP | - |
| Gil | - |
| STR | 60 |
| DEF | 20 |
| Weak Vs. | - |

Fork Tower



etting closer to the third tablet will require a visit to Fork Tower, located just west of Crescent in the merged world. At the foot of the tower, you'll be forced to split your party into two groups for two separate journeys—use the guidelines in this section to decide which characters to take where.

WORLD MAP: SOUTHEAST

RECOMMENDED JOBS:

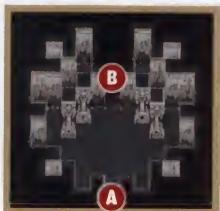
MONK, MYSTIC KNIGHT

A master Monk will be effective throughout the White Tower, while a Mystic Knight's Spellblade magic will be useful against the boss of the Black Tower.

MONSTERS

| NAME | HP | WEAK VS. |
|-------------------|-------|----------|
| Bandersnatch | 120 | - |
| Berserker | 2,140 | - |
| Chrono Controller | 2,600 | - |
| Dueling Knight | 2,140 | - |
| Flaremancer | 3,000 | - |
| Goblin | 16 | - |
| Iron Muscles | 2,140 | - |
| Mani Wizard | 20 | - |
| Ricard Mage | 100 | - |
| Tiny Mage | 1,540 | - |

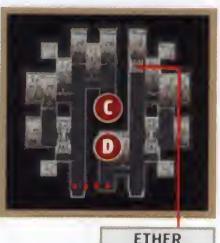
BLACK TOWER - 2ND FLOOR



BLACK TOWER - 3RD FLOOR



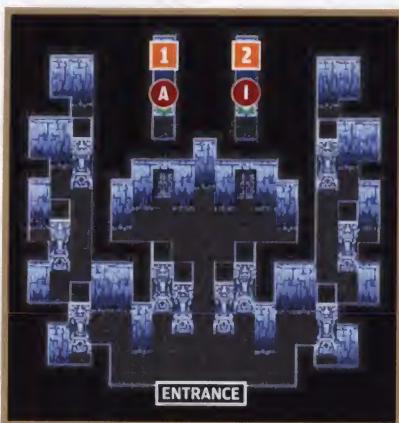
BLACK TOWER - 4TH FLOOR



BLACK TOWER - 5TH FLOOR



1ST FLOOR



WHITE TOWER - 2ND FLOOR



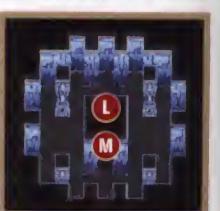
WHITE TOWER - 3RD FLOOR



WHITE TOWER - 4TH FLOOR



WHITE TOWER - 5TH FLOOR



1 Black Tower

From the first floor, the tower to the left (through door A) is the Black Tower. Physical attacks will be useless on this side of Fork Tower, so take your two strongest magic-users. Bring along plenty of Ethers, and make sure one of the two characters is proficient with White magic. As far as defending yourself goes, Black magic and Summon magic will be effective against the enemies in this area. When you reach the eighth floor, prepare for your battle with Omniscent.



2 White Tower

The right door (I) leads to the White Tower, where magic attacks against enemies will be ineffective. Bring only the toughest of the tough to this side of Fork Tower—Monks, Knights, Samurais—anyone capable of dishing out and withstanding strong physical attacks. If you have the legendary weapon Excalibur, unequip it when you reach the eighth floor, and equip the Defender (found on the seventh floor) instead: blows from Excalibur will only heal Minotaur.



BLACK TOWER - 6TH FLOOR

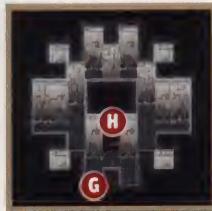


BLACK TOWER - 7TH FLOOR



WONDER WAND

BLACK TOWER - 8TH FLOOR



BLACK TOWER - 9TH FLOOR



➤ Omniscent

The most efficient way to defeat Omniscent is to have a Mystic Knight (or someone with the Spellblade ability) cast Silence on his own weapon—one blow with this will disable Omniscent's attacks for a time. While the beast is silenced, unleash strong Summons and Black magic on Omniscent to defeat him and earn the Black-magic spell Flare.



Hit Omniscent with a Silence-infused weapon every three or four rounds to ensure that he can't attack. This approach may take a while, but it will work.

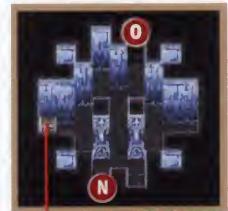
STATUS

| | |
|----------|--------|
| HP | 16,999 |
| EXP | — |
| Gil | — |
| STR | 100 |
| DEF | — |
| Weak Vs. | Wind |

WHITE TOWER - 6TH FLOOR



WHITE TOWER - 7TH FLOOR



DEFENDER

➤ Minotaur

Unequip any Holy weapons, such as Excalibur—they will only heal Minotaur. Instead, pound the boss with your strongest neutral attacks, and do anything you can to raise your party's Defense. If you have a Samurai in your party, use the Zeninage attack to inflict major damage. Defeating Minotaur will earn you the White-magic spell Holy.

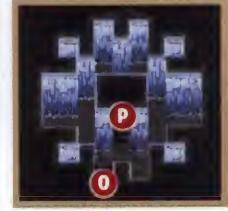


Having a Knight (or someone who has the Guard ability) will prove useful in sticky situations against Minotaur, especially if you're trying to heal using items.

STATUS

| | |
|----------|--------|
| HP | 19,850 |
| EXP | — |
| Gil | — |
| STR | 99 |
| DEF | — |
| Weak Vs. | — |

WHITE TOWER - 8TH FLOOR



WHITE TOWER - 9TH FLOOR



Two More Tablets to Go

Before you rush off after the third tablet, tie up a couple of loose ends. First, revisit the town of Crescent (page 48) just east of Fork Tower—you can learn a powerful new song there. Then take your airship to be modified, landing at the spot where Fork

Cid's Sub Skills



With Fork Tower out of the way, you can now visit Cid and Mid at the Catapult, beneath the surface of Crescent Island. Cid and Mid will modify the airship to grant you access to the seafloor of the merged world.

Tower used to be. Lastly, go to the Tower of Walse—now underwater, just east of the Torna Canal—to find a missing crystal shard and earn Mime, a secret job class.

A Secret Job!



Once you enter the sunken Tower of Walse, you'll have seven minutes before your party drowns. Move down the tower (you'll begin at the top) all the way to the first floor, using a Thief to flee unnecessary battles. There, you'll find famed Mimic Gogo, protector of the shard. Do not attack—let the clock wind down, and you'll be rewarded the Mime job.

Merged World Seafloor



nce Cid and Mid spend some time tinkering with your airship, it will have the ability to plunge to the ocean floor. The airship submarine operates much like your sub from Krile's world, granting you access to the ocean

depths of the merged world. Five underwater locations in this world are accessible by submarine; each location is marked with blinking dots on your in-game map, and with labels here.

Underwater Passages

Some of the areas marked on the seafloor map are not your final destinations, but simply passages to otherwise unreachable locales on the overworld map. You can reach Istory Falls, for example, only by way of an underwater cave.

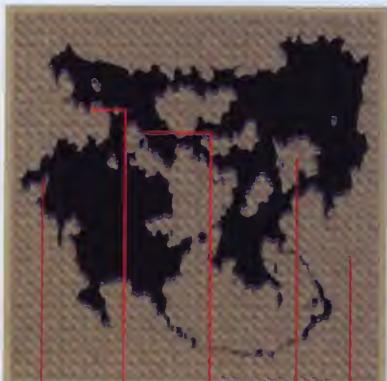
Psychic Mr. Clio

In a small underwater alcove, you'll find a strange-looking rock. Approach it in your submarine to enter the home of Mr. Clio, your psychic friend. Visiting the psychic isn't necessary, but it's fun to see how much you've accomplished thus far.



At no charge, Mr. Clio will reveal an interesting list of statistics regarding your game up to this point.

PASSAGE TO MOORE
MR. CLIO'S HOME
GREAT SEA TRENCH
PASSAGE TO ISTORY FALLS
TOWER OF WALSE



Great Sea Trench

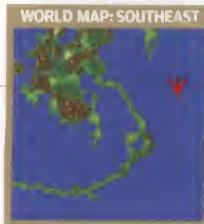


quiring the third tablet will require a submarine ride to the far southeast corner of the world. Enter the underwater crevice via submarine and prepare for a long quest fighting through hordes of undead.

RECOMMENDED JOB:

BARD

Once again, the "Requiem" song will be quite useful. You may even want to have multiple Bards (or characters with the Sing ability), especially versus the final bosses.



B1



B2



B3



MONSTERS

| NAME | HP | WEAK VS. |
|----------|-------|-------------|
| Gargoyle | 5,000 | - |
| Unknown | 6,500 | Holy |
| Unknown | 2,500 | Holy |
| Unknown | 3,500 | Holy, Water |
| Unknown | 2,500 | Holy |

1 Undead Dealings

The Great Sea Trench is full of unidentifiable beasts. Though each type fights differently, they all have one thing in common—they are undead. Holy weapons and magic will work well against these creatures, but not as well as the "Requiem" song, which affects all onscreen enemies and costs no MP to use.



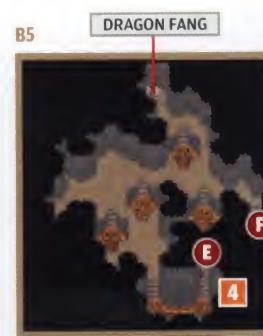
B4



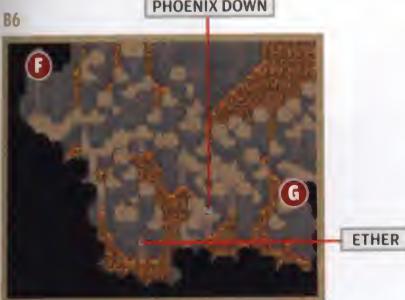
B4



B5



B6



B7 – KINGDOM OF DWARVES

**2** Avoid the Second Switch

On floor B2, you'll find a skull switch just around the corner from door C—press it. About halfway through the room, you'll find a second switch. Don't press this one, as it will only make your passage through the room more difficult.

3 Switches Galore

When you reach the outside area of floor B4, you'll encounter numerous switches. All but one are traps. Press the north-eastermost switch (illustrated in the shot to the right) to collect the treasure.

**4** Walking on Air

Floors B5 and B6 are covered in lava. Either cast Float or have the Light Step ability enabled for one of your party members. (The new Mime job class is a great dumping ground for abilities such as this, because Mimes can select up to three separate abilities.)

5 Kingdom of Dwarves

On floor B7 in the Great Sea Trench, you'll find the Kingdom of Dwarves. Save your game (and use a Cottage if necessary), then head through door H to check out the rare items at the equipment shop. Approach the counter from different sides to see the weapon selection and the armor selection.

| Anything caught your eye? | | Weapons | |
|---|-------|---------|-----|
| Buy | Sell | Exit | Gil |
| Gaia Hammer | 12800 | Held | 2 |
| Morning Star | 7800 | Equip | 0 |
| Rune Bow | 10000 | | |
| Kiku-ichimonji | 14800 | | |
| Katana with a chrysanthemum engraved on its sheath. Can be used two-handed. | | | |

WEAPONS

| NAME | PRICE |
|----------------|--------|
| Gaia Hammer | 12,800 |
| Kiku-ichimonji | 14,800 |
| Morning star | 7,800 |
| Rune Bow | 10,000 |

ARMOR

| NAME | PRICE |
|----------------|--------|
| Black Cowl | 6,500 |
| Black Garb | 9,000 |
| Black Robe | 8,000 |
| Circlet | 4,500 |
| Crystal Armor | 12,000 |
| Crystal Helm | 10,500 |
| Crystal Shield | 9,000 |
| White Robe | 8,000 |

6 Magic-Lamp Side Quest

In the room through door I, you'll learn information about a peculiar yet powerful item called the Magic Lamp. Once you've completed the Great Sea Trench, head back to your old pal Boko (whose location is marked on the in-game map). From Boko's location, you need to travel to the waterfall in the northwest corner of the map. Take Boko northeast around the massive lake, then find your way west to the maze of rivers. Follow the river that leads to the top of the waterfall. Walk right into the falls with Boko—it's there that you will find the Magic Lamp. This mysterious item will summon a random monster when used during battle, and anyone in your party can tap its power over and over again. The lamp will even summon monsters that you haven't found yet.





J p. 81

7 Open Sesame

There are four skull switches in the lava-filled room just before the boss battle. The switch in the northeast corner will open a nearby door, leading to a Kaiser Knuckles. To open the door leading to the boss, you must activate all of the other three switches, then check the treasure chest near the door—the chest is really a switch that will complete the process.

B7



► Triton / Nereid / Phobos

These agents of Exdeath each have a different weakness, but they're all undead. They can also revive each other, so it's best to defeat them simultaneously. "Requiem," the Syldra Summon, and Black magic Thundaga will all be effective in sending this trio back to the Void.



Have at least one healer casting Curaga frequently, and multiple party members singing "Requiem" at the three nasty creatures.

STATUS

| | |
|----------|--------------------------|
| HP | 13,333 / 13,333 / 13,333 |
| EXP | — |
| Gil | — |
| STR | 55 / 54 / 55 |
| DEF | — |
| Weak Vs. | Ice / Fire / Earth |

KAISER KNUCKLES



B7 TABLET

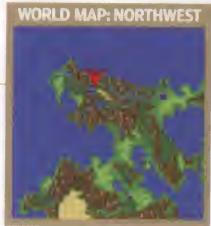


B7

Istory Falls



To reach Istory Falls—home of the final tablet—submerge your sub just south of the actual waterfall (note the location of the falls on the map to the right), then follow the underwater cave on foot. You'll surface just next to the falls, and you can walk right in.



MONSTERS

| NAME | HP | WEAK VS. |
|-------------|--------|-----------|
| Alchymia | 4,500 | — |
| Aquagel | 3,300 | Lightning |
| Coral | 2,150 | Lightning |
| Druid | 2,200 | — |
| Gargoyle | 5,000 | — |
| Ironback | 2,200 | Ice |
| Mercury Bat | 500 | — |
| Steel Fist | 4,000 | — |
| Tonberry | 39,393 | — |

1 Uphill Battle

The first area in Istory Falls will have you fighting uphill against the flow of the water. You can walk across the waterfalls in this room, but not up them. Find your way around using the sets of stairs, and be sure to pick up each treasure as you make your way toward the door marked A.



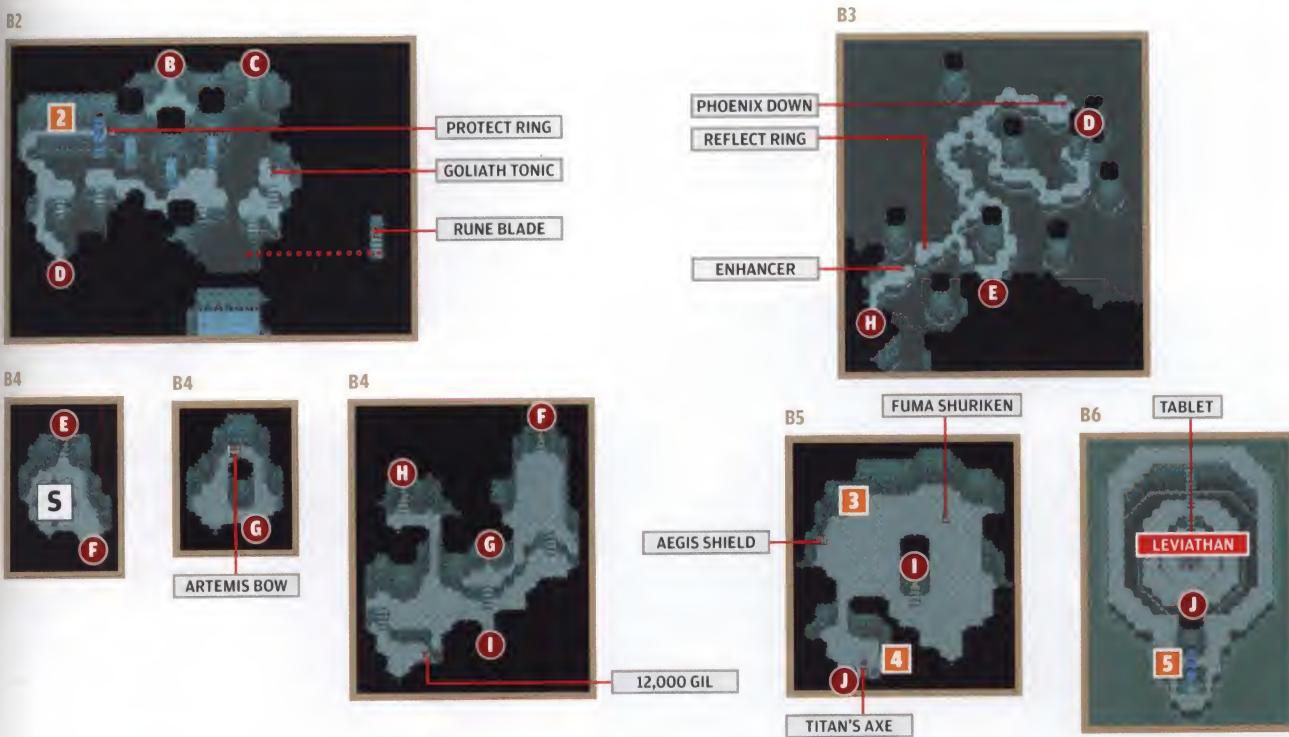
B1



- AIR KNIFE
- TURTLE SHELL
- ETHER

B1





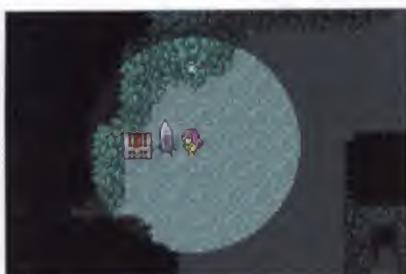
2 Mad Dash for the Chest

As soon as you activate the skull switch the water will stop—but only for a moment. Run to the chest and try to collect the Protect Ring before the waterfall starts up again.



3 Looking Sharp

Valuable equipment abounds on floor B5, but tread carefully—each chest is rigged with a spiky trap. Press the switches nearest each chest to reveal the traps rather than trigger them.



4 Only One Way Down

When you press the skull switch near the southernmost treasure chest on floor B5, it will reveal two pits. These pits are the only way to get to floor B6, where the fourth tablet and Leviathan await.

5 Back to the Ground

After you defeat Leviathan, step into the waterfall at the southern end of the room to be transported back to the overworld.

Leviathan

Leviathan is weak to Lightning-based magic. Cast Thundaga and the Odin Summon to deal significant damage to the beast. To prepare for Leviathan's strong and frequent physical attacks, cast the Golem Summon on your party. Once you've defeated Leviathan, it will grant you the power to summon it in battle.

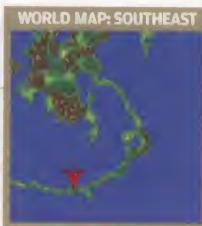


| STATUS | |
|----------|-----------|
| HP | 40,000 |
| EXP | — |
| Gil | — |
| STR | 85 |
| DEF | 25 |
| Weak Vs. | Lightning |

Phantom Village



ollowing the division of the world over 1,000 years ago, one village got stuck between dimensions. The Phantom Village is a mysterious place full of illuminating information and powerful items. Use the maps on the following pages to explore it thoroughly as you prepare for the final portion of your quest.



1 How to Get There

Though the Phantom Village exists between the merged world and the interdimensional rift, you can access it in the small patch of forest southwest of Crescent. Walk around the forest area until you encounter what seems to be a random battle—you'll be transported to the village.



2 An Old Friend

To reunite with the Black Chocobo, enter the secret passage behind the pub and find your way to the point marked F on the map. In the clearing, catch the Black Chocobo to earn the ability to use it for transportation once again. (You'll need to ride it to reach Phoenix Tower and North Mountain.)



WEAPONS 1

| NAME | PRICE |
|------------------|-------|
| Flame Scroll | 200 |
| Killer Bow | 5,000 |
| Kodachi | 5,100 |
| Lightning Scroll | 200 |
| Poison Rod | 1,500 |
| Shuriken | 2,500 |
| Water Scroll | 200 |

ITEMS 1

| NAME | PRICE |
|---------------|-------|
| Antidote | 30 |
| Eye Drops | 20 |
| Gold Needle | 150 |
| Hi-Potion | 360 |
| Maiden's Kiss | 60 |
| Mallet | 50 |
| Phoenix Down | 1,000 |
| Potion | 40 |

WEAPONS 2

| NAME | PRICE |
|----------------|--------|
| Flametongue | 10,000 |
| Gaia Hammer | 12,800 |
| Icebrand | 11,000 |
| Kiku-ichimonji | 14,800 |
| Morning Star | 7,800 |
| Partisan | 10,200 |
| Rune Bow | 10,000 |

ITEMS 2

| NAME | PRICE |
|---------------|--------|
| Elixir | 50,000 |
| Ether | 1,500 |
| Goliath Tonic | 110 |
| Hero Cocktail | 110 |
| Holy Water | 150 |
| Iron Draft | 110 |
| Power Drink | 110 |
| Speed Shake | 110 |

ARMOR 1

| NAME | PRICE |
|----------------|--------|
| Black Cowl | 6,500 |
| Black Garb | 9,000 |
| Black Robe | 8,000 |
| Circler | 4,500 |
| Crystal Armor | 12,000 |
| Crystal Helm | 10,500 |
| Crystal Shield | 9,000 |
| White Robe | 8,000 |

MAGIC 1

| NAME | PRICE |
|----------|-------|
| Chocobo | 300 |
| Float | 300 |
| Mini | 300 |
| Remora | 250 |
| Speed | 30 |
| Sylph | 350 |
| Teleport | 600 |
| Toad | 300 |

ARMOR 2

| NAME | PRICE |
|----------------|--------|
| Angel Ring | 50,000 |
| Angel Robe | 3,000 |
| Coral Ring | 50,000 |
| Flame Ring | 50,000 |
| Hermes Sandals | 50,000 |
| Lamia's Tiara | 2,500 |

MAGIC 2

| NAME | PRICE |
|--------|--------|
| Arise | 10,000 |
| Banish | 10,000 |
| Death | 10,000 |
| Dispel | 10,000 |
| Osmose | 10,000 |
| Quick | 10,000 |

3 Piano Master!

At the end of the hallway and through a secret passage, you'll find an old piano. This is the final piano in the game, and if you've played them all up to this point, you'll officially be a piano master. That means you can revisit the musician in Crescent to learn his third song, "Hero's Rime."



4 Around the World in a Day

The man in the basement of the pub will promise you something special if you can ride around the entire world on a Yellow Chocobo. Go get Boko, and make your way back to the Phantom Village. From that point, you must ride around the entire world once, staying as close to the edge as you can. There is only one way to do it, so follow your map closely and remember that Boko can cross rivers. When you return to the Phantom Village, speak with the man again—he'll call you crazy and give you a Mirage Vest, a magical piece of armor that almost anyone can equip.



5 Second Weapon Shop

There are two weapon dealers in the Phantom Village. The more obvious one is through the front door, and the other is just behind him in the same building. To find the second weapon salesman, enter the back door of the pub and follow the point labels on the map until you reach him.

6 Second Magic Shop

The first magic shop has only weak-sauce merchandise. To find the good stuff, head back out the door and to the left. Around the back of the shop (at point H), you'll find the second magic salesman. Here, you can buy high-level (but expensive) Black, White, and Time magic.



7 Second Armor Shop

Head through the door marked I, then investigate the crate just inside the door. It will open up the counter, giving access to a secret passage behind it. Follow the passage to find the second armor shop, full of pricey rings and robes.



Flame Rings absorb fire and protect against frost, but are weak against water attacks.

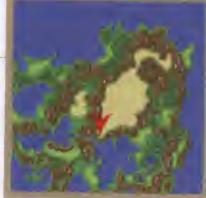
Rings are expensive, but incredibly powerful against enemies that specialize in a specific element. Talk to the old man nearby to learn which ring does what.

Phoenix Tower



located in the northeast area of the world map, Phoenix Tower is an optional area meant to test your skill and reward you with valuable treasure. It is a great place to level up your party, but it's also incredibly challenging. There are no save spots in the tower, so come prepared.

WORLD MAP: NORTHEAST



MONSTERS

| NAME | HP | WEAK VS. |
|--------------|--------|------------|
| Bandercoeur | 2,600 | Fire |
| Cherie | 4,000 | — |
| Kuza Beast | 5,000 | Wind |
| Lemure | 3,800 | — |
| Liquid Flame | 3,000 | Ice, Water |
| Magic Pot | 65,255 | — |
| Parthenope | 3,900 | — |
| Soul Cannon | 22,500 | Lightning |

1 Black Chocobo Express

To reach Phoenix Tower, you must ride the Black Chocobo (available in the Phantom Village). Land your Chocobo in the small forest area near the desert in the northeast, then finish the trek on foot. The tower is in the south portion of the desert.

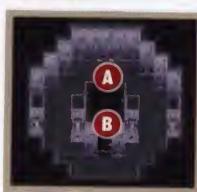


1ST FLOOR

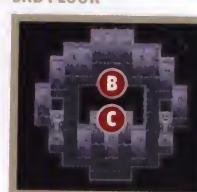


ENTRANCE

2ND FLOOR



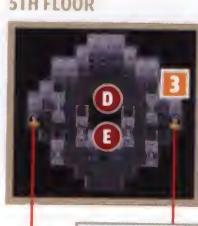
3RD FLOOR



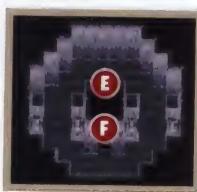
4TH FLOOR



5TH FLOOR



6TH FLOOR



7TH FLOOR



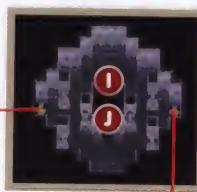
8TH FLOOR



9TH FLOOR



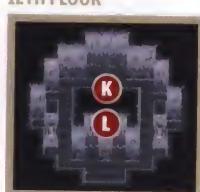
10TH FLOOR



11TH FLOOR



12TH FLOOR



13TH FLOOR



2 Fifty-Fifty Stakes

When you first enter the tower, it will seem as if there is nowhere to go. But if you check the wall directly in front of the entrance, you'll find the staircase to the next level. Depending on which side of the wall you check, you may encounter a monster, which you'll have to defeat to proceed. This trend continues throughout many of the tower's levels.





3 Whiny Little Pot

Every once in a while, you'll reach a level that has a pot on either side. The pot containing gil (see the map callouts) will offer no resistance, but the pot that holds an item will pit you against a monster called Magic Pot. The monster will not attack, but rather will whine at you until you give him an Elixir. You never know how many Elixirs it will take to appease the pot, but when it flees, you'll earn 100 Ability Points. You can also just run away and avoid the whole ordeal.



4 A Hard-Earned Summon

At the top of the tower, Lenna will have a flashback about her Wind Drake, Hiryu. You'll be asked a strange question, and if you answer nicely, you'll walk away with its Summon. When it's all over, Teleport out of the tower.

Return to North Mountain

When you're through with Phoenix Tower, stay in the desert and pay a visit to the newly relocated North Mountain. It's the same as it was before, but when you reach the summit, you'll face the difficult task of fighting Bahamut for his Summon. Defeat the powerful creature, then teleport back down and head for the Interdimensional Rift.

→ Babamut

Bahamut will not give up his Summon easily. He'll pummel your party with some very strong magic, including Mega Flare—a spell that will likely wipe you out. Summon Carbuncle early on, and attack Bahamut with Holy and Flare. When the beast uses Mega Flare, it will be reflected back for 9,999 damage.



The “???” Cave



omething very exciting awaits your party before you head to the final area. A strange underwater chasm has opened and will transport your submarine to a mysterious place, where crystal shards and three new job classes await. These jobs are brand-new and exclusive to the Game Boy Advance version of the game. Once you finish the game, return to the cave to reach the Sealed Temple.



Bubbles in the Sea

Return the four tablets to the Sealed Castle, and the mysterious chasm will open. Head to the south end of the map in your airship, and look for bubbles on the surface of the water near the Phantom Village. Take your submarine down at the bubbly spot to enter the chasm.



Three New Jobs!

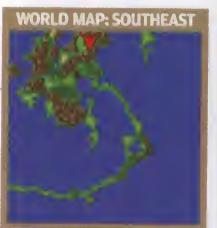
You'll find the jobs Oracle, Cannoneer, and Gladiator inside the chasm. You'll also meet a traveling salesman who will tell you a bit about the jobs and how to use them. After the event, you can find the salesman wandering near item shops in various towns. Visit him to buy ammo for the Cannoneer's Combing abilities.

| Anything caught your eye? | Items |
|---|------------------------------------|
| Buy | 7104494 G |
| Sell | 50 |
| Buckshot | 200 |
| Blastshot | 500 |
| Blitzshot | 800 |
| | Held |
| | 90 |
|      | Cannoneer is combining ingredient. |

Interdimensional Rift

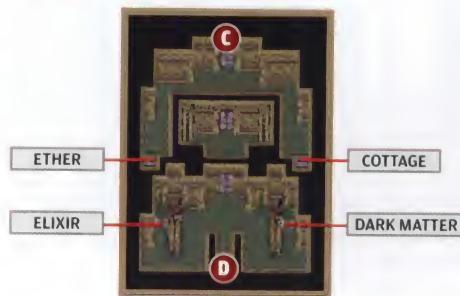
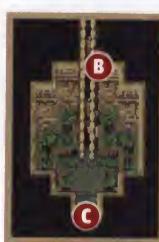


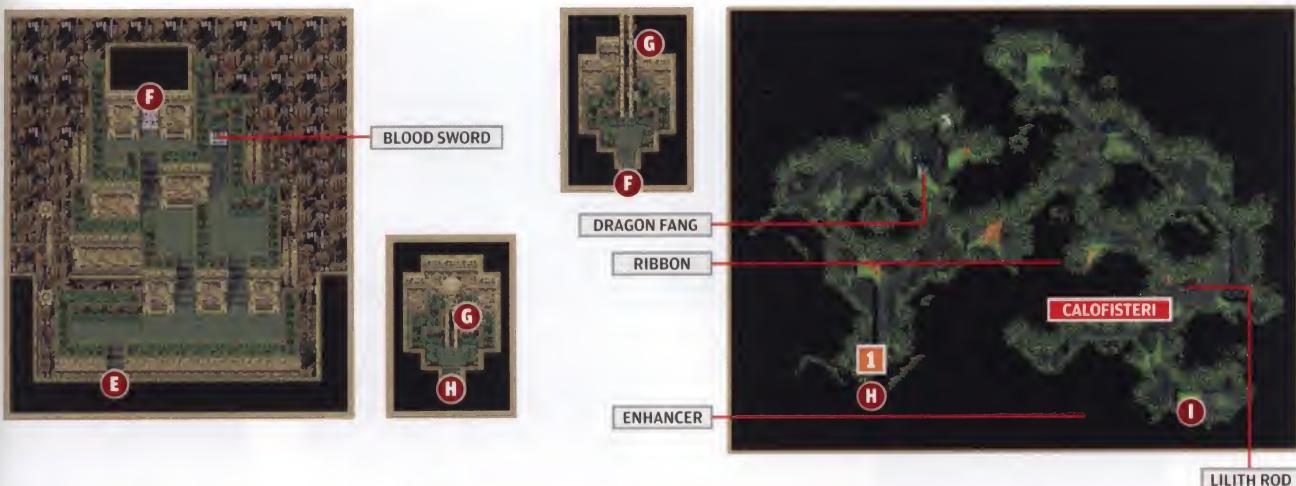
The final leg of your journey is long, with few save spots and no shops. Come prepared with a full stock of recovery items, including Ethers and Hi-Potions. When you're ready, head to the spot where Castle Tycoon used to be, and fly your airship into the black void—you'll be transported to the Interdimensional Rift.



MONSTERS

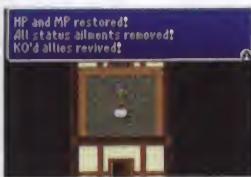
| NAME | HP | WEAK VS. |
|----------------|--------|------------------|
| Achelon | 3,200 | Water |
| Ammonite | 2,780 | — |
| Ankheg | 2,780 | Ice |
| Archeotoad | 800 | Ice |
| Baldanders | 3,000 | — |
| Crew Dust | 240 | Ice, Wind, Water |
| Death Dealer | 3,000 | — |
| Dhorme Chimera | 1,000 | — |
| Drippy | 900 | Poison |
| Enchanted Fan | 1,000 | — |
| Farfarello | 2,580 | Poison |
| Ghidra | 3,000 | — |
| Great Dragon | 10,000 | Water |
| Grenade | 3,000 | — |
| Lamia | 900 | Ice |
| Landcrawler | 22,000 | — |
| Level Checker | 5,000 | — |
| Lycan | 500 | Fire |
| Metamorph | 7,000 | Wind, Water |
| Moss Fungus | 5,000 | Fire, Water |
| Orukat | 2,100 | Earth, Water |
| Poison Eagle | 100 | — |
| Ronkan Knight | 860 | — |
| Stone Mask | 450 | Lightning |
| White Flame | 1,600 | — |
| Zombie Dragon | 4,590 | Fire |





1 Timeless Adventure

When you pass through door H in the ruins, you'll find yourself transported to the Phantom Village. But time has stopped in the village, so you won't be able to talk to anyone or buy anything. Find your way to the village's exit, then head through the woods to fight Calofisteri.



While in the frozen-in-time Phantom Village, find the pot containing healing water, and restore your party to perfect health before moving on.

2 Steer Clear

As soon as you exit the save area through door M, you'll see a machinelike monster patrolling the area. This is Omega, an incredibly powerful enemy that will most certainly destroy you. Avoid Omega for now—come back later when you're good and prepared, and up for a major challenge. (See page 92 for strategy against Omega.)



Wait for Omega to be in this position, then make a mad dash underneath him to avoid a deadly encounter.

➤ Calofisteri

Calofisteri will attempt to cast various magic on your party and on herself throughout the battle, but she's very susceptible to Silence. Use Spellblade magic to infuse a party member's sword with Silence, then let Calofisteri have it with a barrage of physical attacks.



STATUS

| | |
|----------|--------|
| HP | 18,000 |
| EXP | — |
| Gil | — |
| STR | 66 |
| DEF | 50 |
| Weak Vs. | — |



➤ Apanda

Apanda is weak to fire—use Firaga in either Black-magic form or Spellblade form to eliminate the beast. If you summon Ifrit, Apanda will turn its back for a moment.



STATUS

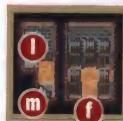
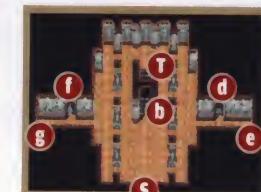
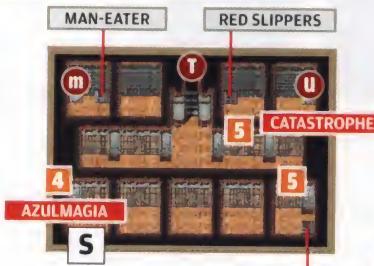
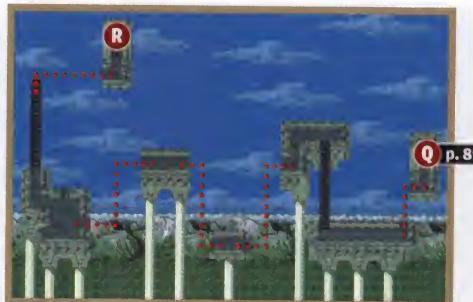
| | |
|----------|--------|
| HP | 22,200 |
| EXP | — |
| Gil | — |
| STR | 73 |
| DEF | 23 |
| Weak Vs. | Fire |

3 Turning Over a New Page

Once Apanda is no more, the book on the table becomes a switch of sorts. If the book is open, the door marked P will take you to the next dungeon's entrance (see page 90). If it's closed, you can return from whence you came. If you choose to go back to the save point, be very careful not to run into Omega on the way back.

MONSTERS

| NAME | HP | WEAK VS. |
|----------------|--------|-------------------|
| Alte Roite | 6,000 | — |
| Blind Wolf | 900 | Fire |
| Blue Dragon | 6,900 | — |
| Death Claw | 4,000 | Water |
| Dragon Aavis | 7,000 | Water |
| Fury | 5,000 | Water |
| Galajelly | 75 | — |
| Hellraiser | 1,050 | — |
| Iron Giant | 18,000 | Water |
| Jura Aavis | 15,000 | — |
| Magic Dragon | 2,900 | Poison, Wind |
| Mammon | 1,700 | Fire |
| Mini Magician | 1,100 | — |
| Mythril Dragon | 600 | — |
| Ninja | 5,000 | — |
| Red Dragon | 7,500 | Ice, Earth, Water |
| Sword Dancer | 3,000 | — |
| Yellow Dragon | 8,500 | — |
| Yojimbo | 3,960 | — |



6 Onward to Exdeath!

Although the castle seems like a maze, the path to the next area is fairly linear—but there are several bosses in the way. When you ascend the staircase marked J, you'll be on the castle's top level, ready to face the area's final boss, Twintania. After you fell the beast, a long staircase will appear, leading to the final area of the Interdimensional Rift.



After you defeat Twintania, there won't be a save spot for a while. You may want to head back to the castle prison and save there.

4 Fight and Save

When you enter the jail cell through door C, your first order of business should be to fight Azulmagia. The boss isn't terribly difficult, and once you've defeated it, a save point will open up in the cell. Save your game, then visit the remaining jail cells.

5 Chest Protectors

In two of the jail cells, you'll find three Alte Roite monsters hellbent on protecting the chest within. Save before taking out these finicky monsters—they sometimes cast Encircle, erasing one of your party members for the remainder of the battle. Alte Roites are also incredibly skilled at evading physical attacks. Cast White-magic spell Holy on an Alte Roite until it changes form to a Jura Aavis—after that, one hit from a summoned Odin will likely do the trick.

➤ Azulmagia

Azulmagia is weak to Poison, so have a Mystic Knight (or a character with the Spellblade ability) infuse a strong sword with Bio—it will inflict major damage to the boss.



| STATUS | |
|----------|--------|
| HP | 27,900 |
| EXP | 0 |
| Gil | 0 |
| STR | 65 |
| DEF | 30 |
| Weak Vs. | Poison |

➤ Halicarnassus

At the start of this battle, Halicarnassus will turn your entire party into toads. Use Maiden's Kiss items or cast Esuna to change everyone back, then let the boss have it with strong attacks.



| STATUS | |
|----------|--------|
| HP | 33,333 |
| EXP | 0 |
| Gil | 0 |
| STR | 65 |
| DEF | 10 |
| Weak Vs. | — |

➤ Catastrophe

If you approach Catastrophe prepared, this battle is a piece of cake. Cast Float on your entire party, and equip at least one Reflect ring. As long as one character is floating, the boss won't attack.



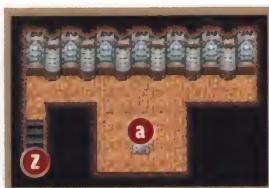
| STATUS | |
|----------|--------|
| HP | 19,997 |
| EXP | 0 |
| Gil | 0 |
| STR | 67 |
| DEF | 40 |
| Weak Vs. | — |

➤ Twintania

Twintania will charge up its power for a Giga Flare attack. Equip Coral Rings to absorb the enemy's Tidal Wave attack, and try to take the beast down quickly.



| STATUS | |
|----------|-------------|
| HP | 50,000 |
| EXP | 0 |
| Gil | 0 |
| STR | 90 |
| DEF | 30 |
| Weak Vs. | Holy, Water |



7 Little Lost Gilgamesh

When you finally reach the rift's last floor, you'll find Gilgamesh, who will engage you in battle. Hit him with a few strong physical attacks to knock some sense into him, and he'll realize who you are. After a brief conversation, Gilgamesh will leave, and you can access the warp to the next area.

8 Another Lost Cause

The chest in the area just before you reach Exdeath contains a powerful Ragnarok, but you'll have to go through Shinryu to get it. Like with Omega, you should avoid Shinryu on your first trip through the Rift. It is an incredibly formidable boss—much harder than Exdeath—and requires some serious power and strategy. (See page 92 for details.)



➤ Necrophobe

Necrophobe's barriers will reflect all black-magic spells, so take the four of them out using strong Summons such as Bahamut, strong physical attacks, and a Samurai's Zenigage attack. Once they're gone, let loose on the Necrophobe.



| STATUS | |
|----------|--------------|
| HP | 44,044 |
| EXP | — |
| Gil | — |
| STR | 99 |
| DEF | 50 |
| Weak Vs. | All Elements |

➤ Exdeath

Exdeath's first form has no weaknesses, so hit it with your most powerful attacks, and cast Hastega to move things along. Exdeath will cast White Hole—when it does, you must remove the stone status from the affected character, then revive the character.



| STATUS | |
|----------|--------|
| HP | 49,001 |
| EXP | — |
| Gil | — |
| STR | 111 |
| DEF | 35 |
| Weak Vs. | — |

➤ Neo Exdeath

Neo Exdeath is a tough fight. If need be, stick around near the save spot and level up your party to the mid 40s. Before attacking, summon Golem to ward off Neo Exdeath's physical barrage. The final boss has four targets, but some of them are decoys—so it's best to use attacks that will hit all four parts at once.



Bring lots of gil: a Samurai's Zenigage attack will do wonders against Neo Exdeath. Summons are surprisingly ineffective.

| STATUS | |
|----------|---|
| HP | ? |
| EXP | ? |
| Gil | ? |
| STR | ? |
| DEF | ? |
| Weak Vs. | ? |



MONSTERS

| NAME | HP | WEAK VS. |
|----------------|--------|----------|
| Belphegor | 6,000 | — |
| Crystal Dragon | 17,500 | — |
| Crystelle | 3 | — |
| Gorgimera | 10,000 | Water |
| King Behemoth | 18,000 | Water |
| Mindflayer | 4,700 | — |
| Mover | 10,000 | Fire |
| Necromancer | 6,900 | Water |

Omega and Shinryu



You'll cross paths with both Omega and Shinryu in the Interdimensional Rift on your way to the game's finale, but avoid both of them unless you're looking for a huge challenge. Both are more difficult than the game's final boss, and have particular weaknesses.

that you must exploit in order to emerge successful. Read on for detailed strategies on how to handle these demons, and return to the Interdimensional Rift only when your party's experience is bursting at the seams.

→ Omega

You'll encounter Omega once in the Interdimensional Rift right after a save point (see tip 2 on page 89), and again in the secret dungeons (see page 93). Omega has a nearly impenetrable Defense and an incredibly high chance of evading incoming attacks. In fact, you won't do any damage at all with standard physical attacks. Also, Omega is protected by Reflect magic, so you can't attack with direct spells. When you do strike Omega, the robotic beast will counterattack twice with either Rocket Punch or Encircle. Rocket Punch halves your HP and causes Confuse, and Encircle erases a party member completely for the duration of the battle. The odds against you are dire, but don't fret—there is a way!

Preparing for Battle

Assign each party member to the Freelancer job. Offensive members should be wielding your most powerful swords, with abilities set to Spellblade and Rapid Fire. Assign one healer the White and Blue abilities, and assign a second healer the White and Time abilities.



Equip the Aegis Shield and as many Ribbons as you have to various party members.

Attacking Omega

Have your offensive party members cast Spellblade spell Thundaga on the first round, then attack Omega using the Rapid Fire command on all subsequent rounds. Keep this up for as long as possible, and hope that Omega doesn't cast Encircle too often.



The Rapid Fire ability will allow party members to attack Omega four times in one turn.

| Equip | | Optimize | | Equip | |
|--------------|--------------|--------------|--------------|--------------|--------------|
| Left Hand | Right Hand | Left Hand | Right Hand | Left Hand | Right Hand |
| Dragon Lance |
| Head | Head | Head | Head | Head | Head |
| Accessories | Accessories | Accessories | Accessories | Accessories | Accessories |

| STATUS | |
|----------|-----------|
| HP | 55,530 |
| EXP | — |
| Gil | 50,000 |
| STR | 115 |
| DEF | 190 |
| Weak Vs. | Lightning |

Defending Yourself

Omega's flurry of attacks will begin almost immediately. Cast Blue-magic spell Mighty Guard on your party, then have your healers cast Curaga and White Wind as frequently as possible. If you can't keep your party alive, your experience levels are likely too low.



The Blue-magic spell White Wind transforms a character who has the Blue ability into a powerful healer.

→ Shinryu

Shinryu is waiting for you in a treasure chest in the Interdimensional Rift, just before your battle with the Necrophobe. The dragon wields mighty magic across various elements—it may hit your party with Tidal Wave one round, and Atomic Ray the next. If your party is equipped with non-elemental armor, you'll be wiped out before you know what hit you. In addition, Shinryu's standard physical attack is strong enough to take a party member down in one blow. But facing this beast is well worth the effort. If you can defeat it, you'll receive the powerful Ragnarok sword. And if you're feeling especially ambitious, try to steal the Dragon's Whisker whip from Shinryu. (It is possible to steal the whip, then escape from the battle.)

Preparing for Battle

First off, you'll need four Dragon Lances (which you can steal from a Crystal Dragon). All members should be equipped with a Coral Ring, which will absorb Tidal Wave and nullify Atomic Ray. Equip your attackers with two Dragon Lances each, and assign them both the Rapid Fire ability. Healers should be equipped with Ice Shields.

| Equip | | Optimize | | Equip | |
|--------------|--------------|--------------|--------------|--------------|--------------|
| Left Hand | Right Hand | Left Hand | Right Hand | Left Hand | Right Hand |
| Dragon Lance |
| Head | Head | Head | Head | Head | Head |
| Accessories | Accessories | Accessories | Accessories | Accessories | Accessories |

Be sure you have the White, Blue, and Time abilities distributed among your healers.

Attacking Shinryu

A Dragon Lance will be more effective against the beast than will any other weapon in your arsenal. Have your offensive characters wielding two Dragon Lances each (using the Dual-Wield ability), and attack Shinryu using the Rapid Fire command. If your defense does its part, you should be able to keep this up for a good while.



Like in the Omega battle, the Rapid Fire command is the key to dealing enough damage.



| STATUS | |
|----------|--------|
| HP | 55,500 |
| EXP | — |
| Gil | — |
| STR | 175 |
| DEF | 60 |
| Weak Vs. | — |

Defending Yourself

At the start of the battle, cast Blue-magic spell Mighty Guard and Time-magic spell Hastege on your party. If a party member goes down, revive him immediately using White-magic spell Arise. Don't get discouraged if it takes you multiple attempts to defeat Shinryu—keep at it, and you'll beat the boss eventually.



Hastege will help your offensive line squeeze in a few additional attacks.

Secret Dungeons



After Exdeath is no more, peace is restored to the world, and the credits have rolled, save your game—you'll have access to the world map once again. Aside from Exdeath's absence, there's one big change to the world—the Sealed Temple has appeared deep within

the ocean. The Sealed Temple grants you access to a series of highly difficult dungeons full of powerful new weapons and armor, challenging new enemies, and a brand-new job class. These dungeons are exclusive to the Game Boy Advance version of the game—use the strategies below to explore them thoroughly.

Finding the Temple

Return to the "???" cave (southwest of the Phantom Village and underwater) and press the skull switch on the pillar in the center of the cave. This will unlock the Sealed Temple, which you can access through the northwesternmost door in the cave. From there, you can enter dungeons through doors and warp points.



The "???" cave is the same place in which you gained the Oracle, Cannoneer, and Gladiator job classes.

Pesky Gil Turtle

You may have been able to avoid it at Gil Cave, but you'll finally have to face the Gil Turtle to proceed through the dungeons. You'll find the monster blocking a corridor in the River of Souls. Cast Float on your party before you engage the Gil Turtle. Once you've defeated it, you'll earn a Grand Helm, then have access to the area beyond the corridor.

Behemoth Hunting

Deep in the River of Souls, you'll meet a man who asks you to catch a Behemoth. Head to Titans' Grotto, and capture a Behemoth by using the Catch ability, then return to the man—he'll unlock the large door in the courtyard of the Sealed Temple; it leads to the Arena.



Catching a Behemoth will be a lot easier if your character has a Kornago Gourd equipped.

Stone Softener

In the Arena, a stone statue blocks your way. After investigating the statue, you must backtrack to the Ruined Shrine (just beyond the River of Souls) and find the man who has the Softening Serum. Once you have the serum, use it on the statue—Grand Aegis will then attack you. When the dust settles, you'll be able to proceed further into the dungeon.



Find the softening serum and bring it to the Arena fight against the Grand Aegis.

This Is the End

Once you've defeated Omega Mk.II and Neo Shinryu, return to the jail cell near the entrance to the Sealed Temple to face Archeodemon. Kill the beast to break the seal in Abyssal Falls, opening the warp point to the final area—Lethe Court.



Follow the warps in Lethe Court to the last two bosses: Guardian and Enuo.

Power of the Damned

Upon defeating Enuo, you'll be transported back to the temple's entrance and receive access to the game's final job class: Necromancer. (See page 94 for details on that job.) You'll also gain access to the Cloister of the Dead, an arena of endless enemy encounters.

Omega Marathon

Just past the Abyssal Falls' save point you'll find a room crawling with machinelike monsters. Each one is an Omega (the boss from the Interdimensional Rift). This enemy is formidable (see strategy for defeating it on the previous page)—avoid as many as possible.



Deep within the Tomb of Memory, you'll find a switch that opens the entrance to Neo Shinryu's lair (accessible from Abyssal Falls), as well as the tomb's boss, Omega Mk.II.

MONSTERS

| NAME | HP | WEAK VS. |
|----------------|--------|----------|
| Assassin | 10,000 | — |
| Behemoth | 15,000 | — |
| Claret Dragon | 17,000 | — |
| Dark Elemental | 5,500 | Varies |
| Dinozombie | 20,000 | Holy |
| Duelist | 15,000 | — |
| Exoray | 6,000 | Fire |
| Hades | 33,333 | Holy |
| Ironclad | 22,000 | — |
| Medusa | 7,500 | — |
| Mini Satana | 6,500 | — |
| Soul Eater | 7,000 | — |

► Grand Aegis

Come into this fight with Angel Robes or Angel Rings equipped—they will counter the boss's Zombie Powder attack. Grand Aegis is followed into battle by two Dark Elementals that will heal the boss by using White Wind. If you try to take out the Dark Elementals first, they will only regenerate. Instead, attack all three enemies at once with Zeninage and the Bahamut Summon.

| STATUS | |
|----------|--------|
| HP | 42,000 |
| EXP | — |
| Gil | — |
| STR | 120 |
| DEF | 60 |
| Weak Vs. | — |

► Omega Mk.II

At the start of the battle, Omega Mk.II will perform Barrier Change, altering its elemental weakness. If you try to use the Scan ability, it will be reflected back. If you first cast Reflect on yourself, though, the Scan will bounce again, revealing the boss's weakness. When you don't know Omega Mk.II's weakness, a powerful sword infused with Flare (via the Spellblade ability) and the Rapid Fire ability will be effective.

| STATUS | |
|----------|-----------|
| HP | 65,000 |
| EXP | — |
| Gil | — |
| STR | 150 |
| DEF | 200 |
| Weak Vs. | Lightning |

► Neo Shinryu

Neo Shinryu is the most difficult boss in the game. Enter the battle with Aegis Shields, Ribbons, and Hermes Sandals equipped. Assign the White ability to everyone, and start casting Curaga as soon as possible. When you're not healing your party, have a character use the Spellblade ability to infuse a strong sword with Flare. This will deal significant damage to Neo Shinryu, as will the Dragon Shot attack, unleashed by mixing a Buckshot with a Dragon Fang via the Cannoneer's Combine ability.

STATUS

| | |
|----------|--------|
| HP | 65,000 |
| EXP | - |
| Gil | - |
| STR | 200 |
| DEF | 100 |
| Weak Vs. | - |

► Guardian

Deep within Lethe Court you'll find Guardian. If you've got plenty of gil (by this point, you should), attack it over and over again with Zeninage—it will deal great damage to each of the mechanical beast's parts. In addition, use your strongest Summons and magic capable of striking multiple enemies. The Bahamut Summon will be effective, as will Time-magic spell Meteor and White-magic spell Holy. Avoid all Thunder-based spells.

STATUS

| | |
|----------|--------|
| HP | 55,000 |
| EXP | - |
| Gil | - |
| STR | 110 |
| DEF | 40 |
| Weak Vs. | - |

► Archeodemon

Archeodemon is an undead monster with a nasty trick up its sleeve: if you strike the boss with a weapon, for instance, it will cast Death on itself, thereby refilling its HP. Attack Archeodemon with strong magic (such as Time-magic spell Meteor) and the "Requiem" song, and be sure to heal your party with Curaga or White Wind.

STATUS

| | |
|----------|--------|
| HP | 50,000 |
| EXP | - |
| Gil | - |
| STR | 180 |
| DEF | 40 |
| Weak Vs. | - |

► Enuo

You'll find Enuo at the far end of Lethe Court, just past Guardian. Equip Ribbons and Aegis Shields to your party members, and attack Enuo using Flare, Holy, and the Bahamut Summon. Employ Elixirs and Curaga to survive the difficult battle.

STATUS

| | |
|----------|---|
| HP | ? |
| EXP | ? |
| Gil | ? |
| STR | ? |
| DEF | ? |
| Weak Vs. | ? |

Necromancer

STATUS

| | |
|-----|-----|
| STR | +4 |
| AGL | +1 |
| STM | +21 |
| MGC | +29 |

ABILITIES

| LEARNED AT LEVEL | NAME | ABP | DESCRIPTION |
|------------------|----------------|-----|--|
| 1 | Oath | 15 | Call an undead monster into battle. |
| 2 | Dark Arts (L1) | 30 | At level one, perform dark magic. |
| 3 | Dark Arts (L2) | 45 | At level two, perform dark magic. |
| 4 | Dark Arts (L3) | 60 | At level three, perform dark magic. |
| 5 | Dark Arts (L4) | 100 | At level four, perform dark magic. |
| 6 | Dark Arts (L5) | 200 | At level five, perform dark magic. |
| 7 | Undead | 300 | Become undead. Take damage from recovery items or magic. |



Dead Man's Party

Necromancers can call forth undead creatures, as well as cast powerful Dark Arts spells. Like a Blue Mage, the Necromancer must learn his spells in battle. To learn a Dark Arts spell, a Necromancer must defeat an enemy that knows the spell. The downside to the job class is that the Necromancer himself is undead, and cannot be cured with conventional healing spells like Curaga or White Wind.

EQUIPMENT:

RODS, ROBES, ARMLETS, MAGIC CAPS



Dark Arts spells generally attack multiple enemies at once, and often carry some nasty status effects.



Data Appendix

Weapons

Every weapon in the game is listed here, along with information regarding the strengths and weaknesses of each.

Abilities that are compatible with this weapon

The weapon's attack power

Weapon category

Various effects caused by attacking with this item; Effects on the wielding character's stats (denoted by + or -)

"★" signifies that it's possible to throw this weapon in battle

Monster you can steal this weapon from / Monster who will drop this weapon upon defeat

First appearance in the guide

Axe

TWO-HANDED, DUAL-WIELD

| NAME | ATTACK | EFFECT | THROW | STEAL/DROP | PAGE |
|--------------|--------|---|-------|--------------------|------|
| Battle Axe | 23 | — | ★ | Bio Soldier / — | 38 |
| Death Sickle | 43 | 33% chance it will cast Death | — | Mykale / Berserker | — |
| Earthbreaker | 133 | STR+5, STA+5 AGI-5, MAG-5 | ★ | Ironclad / — | — |
| Ogre Killer | 33 | — | — | — / — | 48 |
| Poison Axe | 48 | Inflicts Poison | ★ | Reflect Knight / — | 60 |
| Rune Axe | 71 | MAG+3; Increases attack and consumes 5 MP | ★ | — / — | 55 |
| Titans Axe | 91 | — | — | Twintania / — | 82 |

Bell

DUAL-WIELD

| NAME | ATTACK | EFFECT | THROW | STEAL/DROP | PAGE |
|--------------|--------|---|-------|----------------|------|
| Diamond Bell | 24 | — | — | — / — | 41 |
| Gaia Bell | 35 | Earth-infused; 25% chance it will cause an earthquake | — | — / — | 55 |
| Rune Chime | 45 | Increases Attack and consumes 5 MP | — | — / Baldanders | — |
| Tinklebell | 55 | — | — | — / Twintania | — |

Bow

—

| NAME | ATTACK | EFFECT | THROW | STEAL/DROP | PAGE |
|--------------|--------|--|-------|-------------------------|------|
| Aevis Killer | 91 | Effective against Aevis creatures | — | Tot Aevis / Tot Aevis | — |
| Artemis Bow | 111 | Effective against magic beasts | — | Dragon Aevis / — | 82 |
| Dark Bow | 43 | Inflicts Blind | — | — / Enchanted Fan | 55 |
| Elven Bow | 56 | 15% chance of a critical hit | — | Berserker / — | 66 |
| Fairy's Bow | 130 | Inflicts Confuse | — | — / Grand Aevis | 93 |
| Flame Bow | 39 | Infused with the power of Fire | — | — / Liquid Flame | 49 |
| Frost Bow | 39 | Infused with the power of Ice | — | — / Cray Claw | 49 |
| Hayate Bow | 69 | 25% chance it will attack multiple times | — | Poison Eagle / Abductor | 70 |
| Killer Bow | 49 | Sometimes kills an enemy with one hit | — | Ghidra / — | 58 |
| Rune Bow | 0 | Inflicts Silence | — | — / Gilgamesh | 80 |
| Silver Bow | 38 | — | — | Harvester / — | 48 |
| Thunder Bow | 39 | Infused with the power of Thunder | — | — / — | 49 |
| Yoichi's Bow | 101 | STR+3, AGI+3; 30% chance of a critical hit | — | — / — | 55 |

Flail

TWO-HANDED, DUAL-WIELD

| NAME | ATTACK | EFFECT | THROW | STEAL/DROP | PAGE |
|--------------|--------|--------|-------|------------|------|
| Flail | 16 | — | — | Atmos / — | 41 |
| Morning Star | 50 | — | — | — / — | 80 |

Hammer

TWO-HANDED, DUAL-WIELD

| NAME | ATTACK | EFFECT | THROW | STEAL/DROP | PAGE |
|----------------|--------|---|-------|----------------------------------|------|
| Gaia Hammer | 58 | Earth-infused; 25% chance it will cause an earthquake | ★ | — / Titan | 80 |
| Mythril Hammer | 28 | — | — | Drippy / — | 41 |
| Thor Hammer | 81 | — | — | Death Claw / — | 90 |
| War Hammer | 38 | — | ★ | Bio Soldier & Reflect Knight / — | 55 |

HARP

| NAME | ATTACK | EFFECT | THROW | STEAL/DROP | PAGE |
|---------------|--------|--------------------------------------|-------|---------------------|------|
| Apollo's Harp | 45 | Effective against dragons and undead | - | - / - | 55 |
| Dream Harp | 25 | Puts enemies to sleep | - | Traveler / Traveler | 55 |
| Lamia's Harp | 35 | Confuses enemies | - | - | 57 |
| Silver Harp | 15 | - | - | - | 49 |

KATANA**TWO-HANDED, DUAL-WIELD**

| NAME | ATTACK | EFFECT | THROW | STEAL/DROP | PAGE |
|----------------|--------|--|-------|------------------|------|
| Ashura | 42 | 12% chance of a critical hit | ★ | Numb Blade / - | 48 |
| Kiku-ichimonji | 87 | 12% chance of a critical hit | ★ | Ninja / - | 80 |
| Kotetsu | 58 | 12% chance of a critical hit | ★ | - / Numb Blade | 70 |
| Masamune | 107 | 15% chance of a critical hit; always strikes first | ★ | - / - | 55 |
| Murakumo | 117 | 20% chance of a critical hit | ★ | Yojimbo / - | - |
| Murasame | 97 | 25% chance of a critical hit | ★ | Rukh / Twintania | - |
| Mutsunokami | 142 | 30% chance of a critical hit | ★ | - / - | 93 |
| Osafune | 51 | 12% chance of a critical hit | ★ | - / - | 60 |
| Wind Slash | 44 | 12% chance of a Wind Slash; raises power of Wind | ★ | - / - | 58 |

KNIFE**SPELLBLADE, DUAL-WIELD**

| NAME | ATTACK | EFFECT | THROW | STEAL/DROP | PAGE |
|-------------------|--------|---|-------|-------------------|------|
| Air Knife | 56 | Wind-infused; Raises power of Wind attacks | ★ | - / - | 66 |
| Assassin's Dagger | 81 | AGI+1; 25% chance it will cast Death | ★ | - / - | 55 |
| Chicken Knife | 1 | AGI+5; 25% chance your party will flee; Attack increases when you escape from battle (maxes out at 127) | - | - / - | 66 |
| Dagger | 14 | - | ★ | - / Skeleton | 38 |
| Dancing Dagger | 51 | AGI, MAG+1; Sometimes causes user to dance | - | Shadow Dancer / - | 56 |
| Gladius | 118 | AGI+2; Holy-infused | ★ | - / - | 93 |
| Knife | 7 | Equipped by Lenna early on | ★ | - / - | - |
| Mage Masher | 31 | MAG+1; 33% it will cast Silence | ★ | - / - | 48 |
| Main Gauche | 36 | Blocks attacks | ★ | Mindflayer / - | 41 |
| Man-Eater* | 89 | STR+2, AGI+2, STA+2, MAG+2 / Effective against humans | - | Alchymia / - | 90 |
| Mythril Knife | 23 | - | ★ | - / - | 41 |
| Orichalcom Dirk | 41 | - | ★ | - / - | 55 |
| Thief Knife | 66 | AGI+1; 33% of performing Mug | - | - / - | 84 |

*Equipable only by Dancers and Freelancers; Not compatible with the Spellblade ability

KNIGHT SWORD**TWO-HANDED, SPELLBLADE, DUAL-WIELD**

| NAME | ATTACK | EFFECT | THROW | STEAL/DROP | PAGE |
|-------------|--------|--|-------|-------------------|------|
| Apocalypse | 145 | STR+3, STA+3 | ★ | - / - | 93 |
| Blood Sword | 84 | MAG+5; Absorbs enemy's HP | - | King Behemoth / - | 62 |
| Brave Blade | 150 | STR+5; Attack decreases each time you flee from battle | - | - / - | 66 |
| Defender | 99 | Sometimes parries enemy attacks and casts Protect | ★ | Sea Devil / - | 78 |
| Excalibur | 110 | STR+5; Holy-infused | ★ | - / - | 55 |
| Flametongue | 63 | Infused with the power of Fire | - | Achelon / - | 67 |
| Icebrand | 65 | Infused with the power of Ice | - | Sword Dancer / - | 70 |
| Ragnarok | 140 | - | ★ | Neo Exdeath / - | 88 |

NINJA SWORD**SPELLBLADE, DUAL-WIELD**

| NAME | ATTACK | EFFECT | THROW | STEAL/DROP | PAGE |
|-----------------|--------|-----------------------|-------|------------|------|
| Kagenui | 126 | AGI+3; Casts Stop | ★ | - / - | 93 |
| Kodachi | 46 | AGI+1 | ★ | - / - | 58 |
| Kunai | 29 | AGI+1 | ★ | - / - | 50 |
| Sasuke's Katana | 99 | AGI+1; Blocks attacks | ★ | - / - | 55 |

| DUAL-WIELD | | | | | |
|-------------|--------|---|-------|-------------------------------|------|
| NAME | ATTACK | EFFECT | THROW | STEAL/DROP | PAGE |
| Demon's Rod | 55 | MAG+2; Poison-infused; 20% chance it will cast Death | - | - / - | 93 |
| Flame Rod | 16 | Fire-infused; Raises power of Fire; Casts Firaga | - | - / Ricard Mage, Liquid Flame | 41 |
| Frost Rod | 16 | Ice-infused; Raises power of Ice; Casts Blizzaga | - | - / Shiva | 41 |
| Lilith Rod | 30 | 25% chance it will cast Osmose | - | Farfarello / - | 89 |
| Magus Rod | 40 | Raises power of Fire, Ice, Lightning, Earth, Wind, Poison | - | - / - | 55 |
| Poison Rod | 32 | Poison-infused; Raises power of Poison; Casts Bio | - | Black Warlock / - | 58 |
| Rod | 8 | MAG+1 | - | Ricard Mage / Mani Wizard | 35 |
| Thunder Rod | 16 | Lightning-infused/Raises power of Lightning; Casts Thundaga | - | Yellow Dragon / - | 41 |
| Wonder Wand | 0 | MAG+2; Randomly casts spells; Casts Return | - | Exdeath / - | 78 |

| DUAL-WIELD | | | | | |
|---------------|--------|-------------------------------------|-------|---------------------------------|------|
| NAME | ATTACK | EFFECT | THROW | STEAL/DROP | PAGE |
| Dragon Lance | 119 | Effective against dragons | * | Crystal Dragon, Neo Exdeath / - | - |
| Heavy Lance | 54 | - | * | - / - | 60 |
| Holy Lance | 109 | Holy-infused; STR+3 | * | - / - | 55 |
| Javelin | 55 | STR+1 | * | Sand Bear / - | - |
| Longinus | 132 | STR+2 | * | - / - | 93 |
| Mythril Spear | 30 | - | * | - / - | 41 |
| Partisan | 62 | - | * | Ziggurat Gigas / - | 70 |
| Spear | 25 | AGI+1 | * | Shell Bear / - | - |
| Trident | 38 | Infused with the power of Lightning | * | Dhorme Chimera / Enkidu | 48 |
| Twin Lance* | 61 | Slashes enemy twice | * | Object d'Art / King Behemoth | 84 |
| Wind Spear | 44 | Infused with the power of Wind | * | Manticore / - | 55 |

*Equipable only to Mimes, Ninjas, Thieves, and Freelancers

| DUAL-WIELD | | | | | |
|----------------|--------|--------|-------|---------------|------|
| NAME | ATTACK | EFFECT | THROW | STEAL/DROP | PAGE |
| Moonring Blade | 35 | - | - | Belphegor / - | 84 |
| Rising Sun | 71 | - | - | Belphegor / - | 76 |

| DUAL-WIELD | | | | | |
|----------------|--------|---|-------|-----------------------------------|------|
| NAME | ATTACK | EFFECT | THROW | STEAL/DROP | PAGE |
| Healing Staff | 0 | MAG+2; Casts Cura on user | - | Sleepy / Alte Roite | 41 |
| Judgment Staff | 60 | MAG+3; Holy-infused; Casts Dispel | - | Black Warlock & Istory Lythos / - | - |
| Mace of Zeus | 78 | MAG+3 | - | - / - | 93 |
| Power Staff | 0 | STR+5; 99% chance it will cast Berserk | - | - / Black Warlook | - |
| Sage's Staff | 53 | Effective against undead; Raises power of Holy; Casts Raise | - | - / - | 55 |
| Staff | 9 | Available as a two-handed weapon | - | Metamorph / - | 35 |
| Staff of Light | 45 | Holy-infused; Mag+2; Casts Holy | - | Halicarnassus / Metamorph | - |

| TWO-HANDED, SPELLEBLADE, DUAL-WIELD | | | | | |
|-------------------------------------|--------|-------------------------------------|-------|------------------|------|
| NAME | ATTACK | EFFECT | THROW | STEAL/DROP | PAGE |
| Ancient Sword | 43 | 33% chance it will cast Old | * | Landcrawler / - | 52 |
| Broadsword | 15 | - | * | - / - | 35 |
| Coral Sword | 37 | Infused with the power of Lightning | * | - / - | 48 |
| Enhancer | 102 | MAG+3 | - | Sword Dancer / - | 82 |
| Excalipoor | 100 | Always deals only 1 damage | * | - / Gilgamesh | - |
| Great Sword | 57 | - | * | - / - | 57 |
| Long Sword | 22 | - | * | - / - | 37 |
| Mythril Sword | 31 | - | * | - / - | 41 |
| Rune Blade | 50 | Increases Attack and consumes 8 MP | - | Stingray / - | 82 |
| Sleep Blade | 49 | Inflicts Sleep | * | - / - | 55 |
| Ultima Weapon | 180 | STR+2, AGI+2, STA+2 | * | - / Neo Shinryu | - |

| WHIP | | DUAL-WIELD | | | | | THROW | STEAL/DROP | PAGE | |
|------------------|---------------|---|--|--|--|---|------------------------|-------------------|-------------|--|
| NAME | ATTACK | EFFECT | | | | | | | | |
| Beast Killer | 72 | Effective against magic beasts; 50% chance it will inflict Paralyze | | | | — | Iron Fist, Unknown / — | | 76 | |
| Blitz Whip | 42 | 33% it will cast Thunder | | | | — | Flaremancer / — | | 48 | |
| Chain Whip | 52 | 50% it will inflict Paralyze | | | | — | — / — | | 55 | |
| Dragon's Whisker | 92 | Effective against dragons; 50% chance it will inflict Paralyze | | | | — | Shinryu / Stingray | | — | |
| Fire Lash | 82 | STR+2, AGI+2; 33% it will cast Firaga | | | | — | — / — | | 55 | |
| Whip | 26 | 50% chance it will inflict Paralyze | | | | — | — / Magissa | | 41 | |

Armor

This section lays out every piece of armor in the game, broken down by category and accompanied by detailed stats and effects.

| Armor Category | STATS: DEF=Defense, MD=Magic Defense, EV=Evasion, MEV=Magic Evasion, WT=Weight | Various effects when wearer is attacked; Effects to the wearer's stats (denoted by + or -) | Monster you can steal this weapon from / Monster that will drop this weapon upon defeat | First appearance in the guide | | | | |
|-------------------|--|--|---|-------------------------------|------------|--|-------------------------------|-------------|
| ACCESSORY | | | | | | | | |
| NAME | EV | DEF | MEV | MD | WT. | EFFECT | STEAL/DROP | PAGE |
| Angel Ring | — | 5 | 10 | 10 | 1 | Prevents Zombie, Aging | Druid / Vilia | 49 |
| Chaos Orb | — | — | 10 | 8 | 1 | Cursed by Sap (Heals undead characters); Raises the power of all elements except for Water | — / Archeodemon | 93 |
| Coral Ring | — | 5 | 5 | 5 | 1 | Absorbs Water, immune to Fire, weak to Lightning | Parthenope / Yellow Dragon | 49 |
| Crystal Orb | — | — | 12 | 20 | 1 | MAG+5 | — / Guardian | 93 |
| Cursed Ring | — | 25 | 10 | 5 | 1 | Cursed by Doom | Fury / — | 74 |
| Elven Mantle | — | — | 5 | 3 | 1 | AGL, MAG+1; 33% chance wearer will evade attack | Cherie / Halicarnassus | 38 |
| Flame Ring | — | 5 | 5 | 5 | 1 | Absorbs Fire, immune to Ice, weak to Water | Red Dragon / — | 49 |
| Hermes Sandals | — | — | 5 | 3 | 1 | Blessed by Haste; Prevents Sleep, Paralyze, Stop, Slow | — / Cherie | 84 |
| Kaiser Knuckles | — | 8 | — | — | 1 | STR+5; Same effect as Barehanded ability | — / Steel Fist | 80 |
| Kornago Gourd | — | — | — | — | 15 | Wearer can catch a monster whose HP is halved | Omniscient / — | 58 |
| Leather Shoes | — | 1 | — | 1 | 1 | Can be equipped by all jobs | Melusine / Black Goblin | 35 |
| Protect Ring | — | 10 | 10 | 10 | 1 | STA+5; Blessed by Regen | Odin / — | 76 |
| Red Slippers* | — | 11 | 3 | 2 | 1 | Increases chance of Sword Dance; Prevents Confuse | Cherie / — | 88 |
| Reflect Ring | — | — | — | — | 1 | Blessed by Reflect | Reflect Mage / Reflect Knight | 82 |
| Siver Specs | — | 1 | 3 | 1 | 1 | Prevents Dark | Headstone / — | 38 |
| Sorcerer's Mantle | 10% | — | 20 | — | 1 | Halves all attributes | — / — | 93 |

*Equipable only to Dancers and Freelancers

| ARMLET | EV | DEF | MEV | MD | WT. | EFFECT | STEAL/DROP | PAGE |
|----------------|----|-----|-----|----|-----|----------------------------|------------|------|
| Diamond Armlet | — | 4 | 5 | 5 | 3 | — | — / Imp | 66 |
| Hyper Wrist | — | 3 | — | — | — | STR+5; Increase Attack +10 | — / — | 93 |
| Power Armlet | — | 3 | — | — | — | STR+3 | — / — | 58 |
| Silver Armlet | — | 2 | 5 | 3 | 3 | — | — / — | 41 |

| ARMOR | EV | DEF | MEV | MD | WT. | EFFECT | STEAL/DROP | PAGE |
|---------------|----|-----|-----|----|-----|------------------------|--------------------|------|
| Bronze Armor | — | 4 | — | 2 | 8 | — | — / Siren | 37 |
| Crystal Armor | — | 20 | — | 2 | 8 | — | — / Crystal Dragon | 74 |
| Diamond Armor | — | 15 | — | 2 | 8 | Halves Lightning | Ziggurat Gigas / — | 66 |
| Genji Armor | — | 22 | — | 2 | 9 | Prevents Toad, Confuse | Gilgamesh / — | 91 |
| Golden Armor | — | 12 | — | 2 | 8 | — | — / — | 52 |
| Iron Armor | — | 6 | — | 2 | 8 | — | Iron Giant / — | 38 |
| Maximillian | — | 27 | — | 5 | 9 | STA+2 | — / — | 93 |
| Mythril Armor | — | 9 | — | 2 | 8 | — | Mythril Dragon / — | 44 |

CAP

| NAME | EV | DEF | MEV | MD | WT. | EFFECT | STEAL/DROP | PAGE |
|----------------|----|-----|-----|----|-----|-----------------------------|------------------------|------|
| Black Cowl | - | 12 | - | 2 | - | AGL+2 | Covert / Azulmagia | 80 |
| Green Beret | - | 3 | - | 2 | 2 | STR+1, AGL+1 | - / Page 32, Mindlayer | 48 |
| Leather Cap | - | 1 | - | 1 | 1 | Can be equipped by all jobs | Melusine / Goblin | 35 |
| Plumed Hat | - | 2 | 5 | 2 | 2 | Can be equipped by all jobs | Tonberry / - | 41 |
| Tiger Mask | - | 9 | - | 2 | 2 | - | - / Famed Mimic Gogo | 66 |
| Twist Headband | - | 6 | - | - | 2 | STR+3 | Steel Fist / - | 60 |

GLOVE

| NAME | EV | DEF | MEV | MD | WT. | EFFECT | STEAL/DROP | PAGE |
|-----------------|----|-----|-----|----|-----|---|--------------------|------|
| Gauntlets | - | 6 | - | 1 | 5 | - | Mecha Head / - | 57 |
| Genji Gloves | - | 12 | - | 1 | 6 | Prevents Toad and Paralyze | Gilgamesh / - | 60 |
| Mythril Gloves | - | 3 | - | - | 5 | - | - / Mythril Dragon | 41 |
| Thief's Gloves* | - | 4 | - | - | 1 | AGL+1; Increases the chance of a successful steal | Sekhmet / - | 42 |
| Titan's Gloves | - | 9 | - | 1 | 10 | STR+5, STA+5/AGL-5, MAG-5; Prevents Mini | Azulmagia / - | 90 |

*Equipable only to Mimes, Thieves, and Freelancers

HELMET

| NAME | EV | DEF | MEV | MD | WT. | EFFECT | STEAL/DROP | PAGE |
|--------------|----|-----|-----|----|-----|---|------------------------|------|
| Bronze Helm | - | 2 | - | 2 | 4 | - | - / - | 37 |
| Crystal Helm | - | 13 | - | 2 | 4 | - | - / Crystelle | 80 |
| Diamond Helm | - | 10 | - | 2 | 4 | Halves the effect of Lightning | Bio Soldier / Ironclad | 66 |
| Genji Helm | - | 15 | - | 2 | 5 | Prevents Mini and Confuse | Gilgamesh / - | 73 |
| Golden Helm | - | 8 | - | 2 | 4 | - | - / - | 55 |
| Grand Helm | - | 18 | - | 2 | 6 | - | - / Gil Turtle | 93 |
| Hypno Crown* | - | 5 | 5 | 4 | 8 | MAG+1; Increases chance of successful Control | Iron Giant / - | 58 |
| Iron Helm | - | 4 | - | 2 | 4 | - | Sword Dancer / - | 38 |
| Mythril Helm | - | 6 | - | 2 | 4 | - | - / - | 41 |
| Royal Crown* | 5% | 13 | 10 | 13 | 8 | AGL, MAG+1 | Lamia Queen / - | 93 |
| Thornlet | - | 20 | 10 | 5 | 4 | MAG-5; Cursed by Sap; Prevents Sleep | | 74 |

*Equipable to all job classes

LIGHT ARMOR

| NAME | EV | DEF | MEV | MD | WT. | EFFECT | STEAL/DROP | PAGE |
|----------------|----|-----|-----|----|-----|--|-----------------------|------|
| Black Garb | - | 17 | - | 2 | 3 | STR+1, AGL+1 | - / - | 80 |
| Bone Mail | - | 30 | 10 | 5 | 3 | STA-5; Become undead; Absorb Poison; Prevents Death, Necromancer / Hades | Necromancer / Hades | 58 |
| Copper Cuirass | - | 3 | - | 2 | 4 | - | - / - | 37 |
| Diamond Plate | - | 13 | - | 2 | 4 | Halves the effect of Lightning | - / Calofisteri | 66 |
| Kenpo Gi | - | 5 | - | 2 | 3 | STR+1 | - / - | 38 |
| Leather Armor | - | 1 | - | 1 | 2 | Can be equipped by all jobs | Melusine / - | 35 |
| Mirage Vest | - | 14 | 3 | 4 | 3 | Blessed by Blink | Oiseaurare / Tonberry | 84 |
| Ninja Suit | - | 9 | - | 2 | 3 | AGL+1 | - / Page 256, Covert | 48 |
| Power Sash | - | 11 | - | - | - | STR+3 | - / Yojimbo | 58 |
| Silver Plate | - | 7 | - | 2 | 4 | - | - / Sergeant | 41 |
| Vishnu Vest | - | 20 | 5 | 8 | 3 | Halves the effects of Fire, Ice, and Lightning | - / - | 93 |

MAGIC CAP

| NAME | EV | DEF | MEV | MD | WT. | EFFECT | STEAL/DROP | PAGE |
|---------------|----|-----|-----|----|-----|---|-------------------------------|------|
| Circlet | - | 10 | 5 | 2 | 2 | MAG+3 | Gorgimera / - | 80 |
| Gold Hairpin | - | - | 5 | 2 | 2 | Halves MP costs | Famed Mimic Gogo / - | 62 |
| Lamia's Tiara | - | 3 | 10 | 7 | 2 | MAG+3; Prevents Confuse; Increases chance of Sword Dance | Lamia / Lamia Queen | 84 |
| Ribbon* | - | 12 | 5 | 2 | 2 | STR+5, AGL+5, STA+5, MAG+5; Prevents Death, Petrify Toad, Poison, Dark, Aging, Berserk, Silence | Lemure / - | 44 |
| Sage's Miter | - | 6 | 5 | 2 | 2 | MAG+2 | Death Dealer / Flaremancer | 66 |
| Wizard's Hat | - | 4 | 5 | 2 | 2 | MAG+1 | Mini Magician / Mini Magician | 55 |

*Equipable only to Dancers and Freelancers

ROBE

| NAME | EV | DEF | MEV | MD | WT. | EFFECT | STEAL/DROP | PAGE |
|-----------------|----|-----|-----|----|-----|---|-----------------------|------|
| Angel Robe* | — | 10 | 25 | 11 | 2 | STA+5; Prevents Poison | Shadow Dancer / — | — |
| Black Robe | — | 14 | 20 | 14 | 2 | MAG+5 | — / Fury | 80 |
| Cotton Robe | — | 2 | 15 | 4 | 2 | — | — / — | 37 |
| Gaia Gear | — | 8 | 18 | 10 | 2 | Increases the power of Earth | Sorcerer / Gravitator | 55 |
| Luminous Robe | — | 11 | 19 | 12 | 2 | MAG+2 | — / Mykale | 66 |
| Rainbow Dress** | — | 18 | 4 | 3 | 3 | Increases chance of Sword Dance; Prevents Confuse | Parthenope / — | 88 |
| Robe of Lords | — | 18 | 24 | 22 | 2 | MAG+1 | — / — | 93 |
| Sage's Surplice | — | 6 | 17 | 8 | 2 | Prevents Silence | Ra Mage / — | 48 |
| Silk Robe | — | 4 | 16 | 6 | 2 | — | Mykale / — | 44 |
| White Robe | — | 14 | 20 | 14 | 2 | STA+3, MAG+3 | — / Mindflayer | 80 |

*Equipable only to Mirmes, Chemists, and Freelancers

**Equipable only to Dancers and Freelancers

SHIELD

| NAME | EV | DEF | MEV | MD | WT. | EFFECT | STEAL/DROP | PAGE |
|----------------|-----|-----|-----|----|-----|---|-------------------------------|------|
| Aegis Shield | 33% | 5 | — | — | 4 | 33% chance user will evade a magic attack; Prevents Petrify | Gorgimera / — | 67 |
| Bronze Shield | 15% | 1 | — | — | 5 | — | Siren / — | 37 |
| Crystal Shield | 45% | 8 | — | — | 5 | — | Crystelle / — | 80 |
| Diamond Shield | 35% | 6 | — | — | 5 | Halves the effect Lightning | — / — | 66 |
| Flame Shield | 40% | 7 | 5 | 5 | 5 | Absorbs Fire | Dueling Knight / Odin | 67 |
| Force Shield | 10% | 15 | — | — | 15 | AGL-5; Immune to all attributes | — / Omega Mk.II | 93 |
| Genji Shield | 50% | 9 | — | 1 | 6 | Prevents Mini and Paralyze | Gilgamesh / — | 91 |
| Golden Shield | 30% | 4 | — | — | 5 | — | Shield Dragon / Shield Dragon | 55 |
| Ice Shield | 40% | 7 | 5 | 5 | 5 | Absorbs Ice | Numb Blade / — | 70 |
| Iron Shield | 20% | 2 | — | — | 5 | — | — / Belphegor | 38 |
| Leather Shield | 10% | — | — | — | 2 | — | Melusine / — | 35 |
| Mythril Shield | 25% | 3 | — | — | 5 | — | Shield Dragon / Ronkan Knight | 41 |

Items

You can use items inside and outside of battle in various ways and for various reasons. Use the following chart to better understand each item.

| ITEM | EFFECT | The effect each item has when it's used | Monster you can steal this weapon from / Monster that will drop this weapon upon defeat | First appearance in the guide |
|------------------|---|---|---|-------------------------------|
| | | STEAL/DROP | PAGE | |
| Antidote | Removes Poison status | | Aspis / Poison Eagle | — |
| Ash | Strikes all enemies with Fire elemental damage | | Apanda / Crystal | 66 |
| Blastshot | Ammunition for a Cannoneer (can be combined) | | Claret Dragon / Dark Elemental | 88 |
| Blitzshot | Ammunition for a Cannoneer (can be combined) | | Guardian / — | 88 |
| Buckshot | Ammunition for a Cannoneer (can be combined) | | Dark Elemental / — | 88 |
| Catoblepas | Teaches your party the Catoblepas Summon magic | | — / Catoblepas | 69 |
| Cottage | Fully recovers all party members' HP and MP | | Yojimbo / Duelist | — |
| Dark Matter | Creates various spells when used with a Chemist's Mix ability | | Orukat / Prototype | — |
| Dragon Fang | Creates various spells when used with a Chemist's Mix ability | | Mini Dragon / Zombie Dragon | — |
| Dragon Seal | Proves that you defeated Shinryu | | — / Shinryu | — |
| Elixir | Fully recovers a party member's HP and MP | | Crystal Dragon / Level Checker | 84 |
| Ether | Recovers 50 MP | | Motor Trap / Sorcerer | — |
| Eye Drops | Removes Darkness status | | Galajelly / Blind Wolf | — |
| Flame Scroll | Strikes all enemies with Fire elemental damage | | Mover / Mindflusher | 58 |
| Fuma Shuriken | Inflicts massive damage when thrown using a Ninja's Throw ability | | Minotaur / Assassin | 58 |
| Gold Needle | Removes Stone status | | Stone Golem / Objet d'Art | — |
| Golem | Teaches your party the Golem Summon magic | | — / Golem | 59 |
| Goliath Tonic | Temporarily doubles maximum HP (consumed using the Drink ability) | | Iron Muscles / Iron Giant | — |
| Hero Cocktail | Temporarily increases level (consumed using the Drink ability) | | Death Claw / Cursed Being | — |
| Hi-Potion | Recovers 500 HP | | Objet d'Art / Grand Mummy | — |
| Holy Water | Removes Zombie status and recovers some HP | | Fairy Orc / Blood Slime | — |
| Iron Draft | Casts Protect (consumed using the Drink ability) | | Jackanapes / Undergrounder | — |
| Lightning Scroll | Strikes all enemies with Water elemental damage | | Mover / Thunder Anemone | 58 |

ITEM (CONT.)

| NAME | EFFECT | STEAL/DROP | PAGE |
|------------------|---|------------------------------|------|
| Magic Lamp | Summons a random monster when used in battle | - / - | 82 |
| Maiden's Kiss | Removes Toad status | Garula / Melusine | - |
| Mallet | Removes Mini status | Shadow dancer / Byblos | - |
| Medal of Smiting | Proves that you cleared the Cloister of the Dead | - / - | 93 |
| Omega Badge | Proves that you defeated Omega | - / Omega | - |
| Phoenix Down | Removes KO status | King Behemoth / Ghidra | - |
| Potion | Recovers 50 HP | Goblin / Wyvern | - |
| Power Drink | Attack +20 (consumed using the Drink ability) | Dueling Knight / Sandcrawler | - |
| Ramuh | Teaches your party the Ramuh Summon magic | - / Ramuh | 49 |
| Shuriken | Inflicts damage when thrown using a Ninja's Throw ability | Ninja, Abductor / - | 58 |
| Speed Shake | Casts Haste (consumed using the Drink ability) | Neon / Defeater | - |
| Tent | Recovers some HP and MP for all members | Skull Eater / Drippy | - |
| Turtle Shell | Creates various spells when used with a Chemist's Mix ability | Grass Tortoise / Land Turtle | - |
| Water Scroll | Strikes all enemies with Water elemental damage | Mover / Neo Garula | 58 |

Magic

Magic can take the form of a spell, a song, or a Summon. Browse the following charts to learn the various magic types the game has to offer, and the effects of each.

| BLACK MAGIC | MP | TARGET | AFFECTED | REFLECT | ATTRIBUTE | EFFECT | The spell's cost if purchased | |
|-------------|----|------------------|------------|---------|-----------|--|-------------------------------|------|
| | | | | | | | PRICE | PAGE |
| Bio | 16 | Party or Enemies | One or All | - | Poison | Attacks enemy with Poison power/Inflicts Sap | 3,000 | 55 |
| Blizzaga | 25 | Party or Enemies | One or All | - | Ice | Attacks enemy with Ice power | 6,000 | 66 |
| Blizzara | 10 | Party or Enemies | One or All | - | Ice | Attacks enemy with Ice power | 600 | 42 |
| Blizzard | 4 | Party or Enemies | One or All | - | Ice | Attacks enemy with Ice power | 150 | 35 |
| Break | 15 | Party or Enemies | One | - | - | Inflicts Petrify | 3,000 | 55 |
| Death | 29 | Party or Enemies | One | - | - | KO's an enemy/Restores undead's HP | 10,000 | 84 |
| Drain | 13 | Party or Enemies | One | * | - | Absorbs enemy's HP | 3,000 | 55 |
| Fira | 10 | Party or Enemies | One or All | - | Fire | Attacks enemy with Fire power | 600 | 42 |
| Firaga | 25 | Party or Enemies | One or All | - | Fire | Attacks enemy with Fire power | 6,000 | 66 |
| Fire | 4 | Party or Enemies | One or All | - | Fire | Attacks enemy with Fire power | 150 | 35 |
| Flare | 39 | Party or Enemies | One | - | - | Attacks enemy | - | 78 |
| Osmose | 1 | Party or Enemies | One | * | - | Absorbs enemy's MP | 10,000 | 84 |
| Poison | 2 | Party or Enemies | One | - | - | Inflicts Poison | 290 | 42 |
| Sleep | 3 | Party or Enemies | One or All | - | - | Inflicts Sleep | 300 | 37 |
| Thundaga | 25 | Party or Enemies | One or All | - | Lightning | Attacks enemy with Lightning power | 6,000 | 66 |
| Thundara | 10 | Party or Enemies | One or All | - | Lightning | Attacks enemy with Lightning power | 600 | 42 |
| Thunder | 4 | Party or Enemies | One or All | - | Lightning | Attacks enemy with Lightning power | 150 | 35 |
| Toad | 8 | Party or Enemies | One or All | - | - | Inflicts Toad/Cures Toad | 300 | 49 |

BLUE MAGIC

| NAME | MP | TARGET | AFFECTED | REFLECT | ATTRIBUTE | EFFECT | PRICE | PAGE |
|---------------|----|------------------|------------|---------|-----------|---|-------|------|
| ??? | 3 | Enemies | One | * | - | The lower an enemy's HP, the more damage ??? inflicts | - | 128 |
| 1000 Needles | 25 | Enemies | One | * | - | Inflicts 1,000 points of damage | - | 128 |
| Aera | 10 | Enemies | One or All | - | Wind | Attacks with Wind power | - | 128 |
| Aero | 4 | Enemies | One or All | - | Wind | Attacks with Wind power | - | 128 |
| Aeroga | 24 | Enemies | One or All | - | Wind | Attacks with Wind power | - | 128 |
| Aqua Breath | 38 | Enemies | All | * | - | Effective against desert-dwelling monsters | - | 128 |
| Dark Spark | 27 | Enemies | One | - | - | Halves enemy's level | - | 128 |
| Death Claw | 21 | Enemies | One | * | - | Minimizes HP/Inflicts Paralyze | - | 128 |
| Doom | 10 | Party or Enemies | One | * | - | Curses enemy with Doom | - | 128 |
| Flame Thrower | 5 | Enemies | One | * | Fire | Attacks with Fire power | - | 128 |
| Flash | 7 | Enemies | All | * | - | Inflicts Dark | - | 128 |
| Goblin Punch | 0 | Enemies | One | * | - | Attacks one enemy | - | 128 |
| Level 2 Old | 11 | Enemies | All | - | - | Casts Old on enemies whose Exp. is at a multiple of 2 | - | 128 |

BLUE MAGIC (CONT.)

| NAME | MP | TARGET | AFFECTED | REFLECT | ATTRIBUTE | EFFECT | PRICE | PAGE |
|-------------------|----|---------|----------|---------|-----------|--|-------|------|
| Level 3 Flare | 18 | Enemies | All | — | — | Casts Flare on enemies whose Exp. is at a multiple of 3 | — | 128 |
| Level 4 Graviga | 9 | Enemies | All | — | — | Casts Graviga on enemies whose Exp. is at a multiple of 4 | — | 128 |
| Level 5 Death | 22 | Enemies | All | — | — | KOs enemies whose Exp. is at a multiple of 5 | — | 128 |
| Lilliputian Lyric | 5 | Enemies | One | ★ | — | Inflicts Mini | — | 128 |
| Magic Hammer | 3 | Enemies | One | ★ | — | Halves an enemy's MP | — | 128 |
| Mighty Guard | 72 | Party | All | — | — | Casts Protect, Shell, and Float | — | 128 |
| Mind Blast | 6 | Enemies | One | — | — | Inflicts Paralyze and Sap | — | 128 |
| Missile | 7 | Enemies | One | ★ | — | Reduces HP by 75% | — | 128 |
| Moon Flute | 3 | Party | All | ★ | — | Casts Berserk | — | 128 |
| Off-Guard | 19 | Enemies | One | — | — | Halves an enemy's Defense and Magic Defense | — | 128 |
| Pond's Chorus | 5 | Enemies | One | ★ | — | Inflicts Toad | — | 128 |
| Roulette | 1 | Random | — | ★ | — | One enemy or party member is randomly KO'd | — | 128 |
| Self-Destruct | 1 | Enemies | One | ★ | — | Inflicts amount of damage equal to user's HP; user is KO'd | — | 128 |
| Time Slip | 9 | Enemies | One | ★ | — | Inflicts Aging and Stop | — | 128 |
| Transfusion | 13 | Party | One | ★ | — | Fully restores an ally's HP and MP; user is KO'd | — | 128 |
| Vampire | 2 | Enemies | One | ★ | — | Absorbs an enemy's HP | — | 128 |
| White Wind | 28 | Party | All | ★ | — | The higher the user's HP, the more HP is restored to party | — | 128 |

DARK ARTS

| NAME | MP | TARGET | AFFECTED | REFLECT | ATTRIBUTE | EFFECT | PRICE | PAGE |
|-------------|----|------------------|----------|---------|-----------|--|-------|------|
| Chaos Drive | 38 | Party | All | — | Lightning | 75% chance of inflicting Paralyze | — | 128 |
| Curse | 42 | Party or Enemies | All | — | — | Inflicts Toad, Mini, Poison, Dark, Aging, Sleep, Paralyze, Confuse, Berserk, Silence, Slow, Sap, or Stop | — | 128 |
| Dark Flare | 52 | Party | All | ★ | — | Attacks all enemies | — | 128 |
| Dark Haze | 18 | Party | All | — | — | Inflicts Aging and Confuse | — | 128 |
| Deep Freeze | 38 | Party | All | — | Ice | 75% chance of inflicting Stop | — | 128 |
| Doomsday | 66 | Party | All | ★ | — | Attacks all enemies | — | 128 |
| Drain Touch | 15 | Party or Enemies | One | ★ | — | Absorbs an enemy's HP | — | 128 |
| Evil Mist | 38 | Party | All | — | Poison | 75% of inflicting Poison | — | 128 |
| Hellwind | 38 | Party | All | — | Wind | 75% chance of inflicting Petrify | — | 128 |
| Meltdown | 38 | Party or Enemies | All | — | Fire | 75% chance of inflicting Sap | — | 128 |

SONG

| NAME | MP | TARGET | AFFECTED | REFLECT | ATTRIBUTE | EFFECT | PRICE | PAGE |
|------------------|----|---------|----------|---------|-----------|-----------------------------|-------|------|
| "Alluring Air" | 0 | Enemies | All | ★ | — | Inflicts Confuse | — | 50 |
| "Hero's Rime" | 0 | Party | All | ★ | — | Increases level | — | 49 |
| "Mana's Paean" | 0 | Party | All | ★ | — | Increases MAG stat | — | 46 |
| "Mighty March" | 0 | Party | All | ★ | — | Blesses with Regen | — | 49 |
| "Requiem" | 0 | Enemies | All | ★ | — | Damages only undead enemies | — | 58 |
| "Romeo's Ballad" | 0 | Enemies | All | ★ | — | Stops enemies for a while | — | 49 |
| "Sinewy Etude" | 0 | Party | All | ★ | — | Increases STR stat | — | 49 |
| "Swift Song" | 0 | Party | All | ★ | — | Increases AGL stat | — | 60 |

SPELLBLADE

| NAME | MP | TARGET | AFFECTED | REFLECT | ATTRIBUTE | EFFECT | PRICE | PAGE |
|----------|----|--------|----------|---------|-----------|---|--------|------|
| Bio | 3 | Self | — | ★ | Poison | Inflicts 4x damage or KO's enemies vulnerable to Poison | 3,000 | 55 |
| Blizzaga | 15 | Self | — | ★ | Ice | Inflicts 4x damage or KO's enemies vulnerable to Ice | 6,000 | 66 |
| Blizzara | 5 | Self | — | ★ | Ice | Inflicts 3x damage to enemies vulnerable to Ice | 600 | 42 |
| Blizzard | 2 | Self | — | ★ | Ice | Inflicts 2x damage to enemies vulnerable to Ice | 150 | 35 |
| Break | 8 | Self | — | ★ | — | Inflicts Petrify | 3,000 | 55 |
| Drain | 6 | Self | — | ★ | — | Absorbs enemy's HP | 3,000 | 55 |
| Fira | 5 | Self | — | ★ | Fire | Inflicts 3x damage to enemies vulnerable to Fire | 600 | 42 |
| Firaga | 15 | Self | — | ★ | Fire | Inflicts 4x damage or KO's enemies vulnerable to Fire | 6,000 | 66 |
| Fire | 2 | Self | — | ★ | Fire | Inflicts 2x damage to enemies vulnerable to Fire | 150 | 35 |
| Flare | 30 | Self | — | ★ | — | User's ATK +100, enemy's DEF -3 or 4 | — | 78 |
| Holy | 10 | Self | — | ★ | Holy | Inflicts 4x damage or KO's enemies vulnerable to Holy | — | 78 |
| Osmose | 1 | Self | — | ★ | — | Absorbs enemy's MP | 10,000 | 84 |
| Poison | 1 | Self | — | ★ | Poison | Inflicts 2x damage to enemies vulnerable to Poison; Inflicts Poison | 290 | 42 |
| Silence | 1 | Self | — | ★ | — | Inflicts Silence | 280 | 42 |
| Sleep | 2 | Self | — | ★ | — | Inflicts Sleep | 300 | 42 |
| Thundaga | 15 | Self | — | ★ | Lightning | Inflicts 4x damage or KO's enemies vulnerable to Lightning | 6,000 | 66 |
| Thundara | 5 | Self | — | ★ | Lightning | Inflicts 3x damage to enemies vulnerable to Lightning | 600 | 42 |
| Thunder | 2 | Self | — | ★ | Lightning | Inflicts 2x damage to enemies vulnerable to Lightning | 150 | 35 |

SUMMON

| NAME | MP | TARGET | AFFECTED | REFLECT | ATTRIBUTE | EFFECT | PRICE | PAGE |
|------------|----|------------------|------------|---------|-----------|--|-------|------|
| Bahamut | 66 | Enemies | All | ★ | — | Attacks enemies | — | 86 |
| Carbuncle | 45 | Party | All | ★ | — | Protects with Reflect | — | 72 |
| Catoblepas | 33 | Enemies | One | ★ | — | Inflicts Petrify | — | 69 |
| Chocobo | 4 | Enemies | One or All | ★ | — | Attacks enemy | 300 | 38 |
| Golem | 18 | Party | All | ★ | — | Protects party from physical attacks | — | 58 |
| Ifrit | 11 | Enemies | All | ★ | Fire | Attacks enemies | — | 46 |
| Leviathan | 39 | Enemies | All | ★ | Water | Attacks enemies | — | 82 |
| Odin | 48 | Enemies | One or All | ★ | — | KO's all enemies or attacks one enemy | — | 77 |
| Phoenix | 99 | Party or Enemies | One or All | ★ | Fire | Attacks all enemies; Revives ally with full HP | — | 86 |
| Ramuh | 12 | Enemies | All | ★ | Lightning | Attacks enemies | — | 49 |
| Remora | 2 | Enemies | One | ★ | — | Inflicts Paralyze | 250 | 38 |
| Shiva | 10 | Enemies | All | ★ | Ice | Attacks enemies | — | 38 |
| Syldra | 32 | Enemies | All | ★ | Wind | Attacks enemies | — | 77 |
| Sylph | 8 | Enemies | One | ★ | — | Attacks one enemy; Absorbs HP | 350 | 38 |
| Titan | 25 | Enemies | All | ★ | Earth | Attacks enemies | — | 53 |

TIME MAGIC

| NAME | MP | TARGET | AFFECTED | REFLECT | ATTRIBUTE | EFFECT | PRICE | PAGE |
|----------|----|------------------|------------|---------|-----------|---|--------|------|
| Banish | 20 | Party or Enemies | One | — | — | Vanquishes enemy | 10,000 | 84 |
| Comet | 7 | Party or Enemies | One | ★ | — | Attacks one enemy | 3,000 | 55 |
| Float | 10 | Party or Enemies | One or All | — | — | Causes party to hover above ground | 300 | 60 |
| Graviga | 18 | Party or Enemies | One | — | — | Decreases enemy HP by 7/8 | 6,000 | 66 |
| Gravity | 9 | Party or Enemies | One | — | — | Decreases enemy HP by 50% | 620 | 42 |
| Haste | 5 | Party or Enemies | One | — | — | Increases Speed; Removes Slow | 320 | 38 |
| Hastega | 15 | Party | All | — | — | Increases Speed; Removes Slow | 6,000 | 66 |
| Meteor | 42 | Enemies | All | ★ | — | Attacks all enemies | — | 80 |
| Mute | 3 | Party or Enemies | All | ★ | — | Silences allies' and enemies' magic | 320 | 38 |
| Old | 4 | Party or Enemies | One | — | — | Inflicts Aging | 6,000 | 66 |
| Quick | 77 | Self | — | ★ | — | Causes character to act twice in one turn | 10,000 | 84 |
| Regen | 3 | Party or Enemies | One | — | — | Regenerates HP over time | 100 | 38 |
| Return | 1 | Party | All | ★ | — | Returns time to the beginning of a battle | 3,000 | 55 |
| Slow | 3 | Party or Enemies | One | — | — | Inflicts Slow; Removes Haste | 80 | 38 |
| Slowga | 9 | Enemies | All | — | — | Inflicts Slow; Removes Haste | 3,000 | 55 |
| Speed | 1 | Party | All | ★ | — | Delays battle speed | 30 | 38 |
| Stop | 8 | Party or Enemies | One | — | — | Inflicts Stop | 580 | 42 |
| Teleport | 15 | Party | All | ★ | — | Causes party to escape from a dungeon | — | 57 |

WHITE MAGIC

| NAME | MP | TARGET | AFFECTED | REFLECT | ATTRIBUTE | EFFECT | PRICE | PAGE |
|---------|----|------------------|------------|---------|-----------|---|--------|------|
| Arise | 50 | Party or Enemies | One | — | — | Revives KO'd ally at full HP; Damages Undead by 99% | 10,000 | 84 |
| Berserk | 8 | Party or Enemies | One | — | — | Inflicts Berserk | 6,000 | 66 |
| Blink | 6 | Party or Enemies | One | — | — | Causes character to evade attacks | 3,000 | 55 |
| Confuse | 4 | Party or Enemies | One | — | — | Inflicts Confuse | 650 | 42 |
| Cura | 9 | Party or Enemies | One or All | — | — | Cures HP | 620 | 42 |
| Curaga | 27 | Party or Enemies | One or All | — | — | Cures HP; Damages undead enemies | 6,000 | 66 |
| Cure | 4 | Party or Enemies | One or All | — | — | Cures HP | 180 | 35 |
| Dispel | 12 | Party or Enemies | One | ★ | — | Prevents target from casting Float, Berserk, Blink, Protect, Shell, Reflect, Regen, Haste, Slow, and Stop | 10,000 | 84 |
| Esuna | 10 | Party or Enemies | One | — | — | Removes all status effects except KO'd and Zombie | 3,000 | 55 |
| Holy | 20 | Party or Enemies | One | — | Holy | Attacks an enemy with Holy power | — | 78 |
| Mini | 5 | Party or Enemies | One or All | — | — | Inflicts Mini; Removes Mini | 300 | 51 |
| Poisona | 2 | Party or Enemies | One | — | — | Removes Poison | 90 | 35 |
| Protect | 3 | Party or Enemies | One | — | — | Halves physical attack damage against an ally | 280 | 37 |
| Raise | 29 | Party or Enemies | One | — | — | Revives KO'd ally; Damages undead by 50% | 700 | 42 |
| Reflect | 15 | Party or Enemies | One | — | — | Reflects enemy magic away from character | 6,000 | 66 |
| Scan | 1 | Party or Enemies | One | — | — | Displays enemy's LV, HP, weak points, and condition | 80 | 35 |
| Shell | 5 | Party or Enemies | One | — | — | Halves damage from magic attacks | 3,000 | 55 |
| Silence | 2 | Party or Enemies | One or All | — | — | Inflicts Silence | 280 | 37 |

Job-Specific Data

The following section displays important data that is related to specific jobs.

Signifies who the animal can be unleashed on

The effect each animal will have

ANIMAL

RANGER

| NAME | TARGET | EFFECT |
|-----------------|------------------|--|
| Bee Swarm | Enemy | Attacks all enemies; sometimes inflicts Poison |
| Falcon | Party or Enemies | Damages an enemy by 75% of enemy's current HP |
| Flying Squirrel | Enemy | Causes Paralyze |
| Mysidian Rabbit | Party | — |
| Nightingale | Party | Restores HP; Cures Poison and Darkness |

NAME

TARGET

EFFECT

| | | |
|-----------|-------|---|
| Skunk | Enemy | Inflicts Poison and Darkness on all enemies |
| Squirrel | Enemy | Attacks one enemy (nullified by Float) |
| Unicorn | Party | Restores HP to entire party |
| Wild Boar | Enemy | Attacks one enemy (nullified by Float) |

First item you must select

Second item you must select

The attack's effect on enemies

COMBINE

CANNONEER

| NAME | ITEM 1 | ITEM 2 | EFFECT |
|---------------|-----------|------------------|-------------------------------------|
| Chaos Burst | Blastshot | Dark Matter | 75% chance of inflicting Poison |
| Chaos Cannon | Blitzshot | Dark Matter | 75% chance of causing sudden death |
| Chaos Shot | Buckshot | Dark Matter | 75% chance of inflicting Paralyze |
| Dark Burst | Blastshot | Ash | 75% chance of inflicting Darkness |
| Dark Cannon | Blitzshot | Ash | 75% chance of inflicting Darkness |
| Dark Shot | Buckshot | Ash | 75% chance of inflicting Darkness |
| Divine Burst | Blastshot | Hero Cocktail | Attacks with the power of Holy |
| Divine Cannon | Blitzshot | Hero Cocktail | Attacks with the power of Holy |
| Divine Shot | Buckshot | Hero Cocktail | Attacks with the power of Holy |
| Dragon Burst | Blastshot | Dragon Fang | Critical hit against dragons |
| Dragon Cannon | Blitzshot | Dragon Fang | Critical hit against dragons |
| Dragon Shot | Buckshot | Dragon Fang | Critical hit against dragons |
| Flame Burst | Blastshot | Flame Scroll | Attacks with the power of Fire |
| Flame Cannon | Blitzshot | Flame Scroll | Attacks with the power of Fire |
| Flame Shot | Buckshot | Flame Scroll | Attacks with the power of Fire |
| Killer Burst | Blastshot | Fuma Shuriken | Critical hit against humanoids |
| Killer Cannon | Blitzshot | Fuma Shuriken | Critical hit against humanoids |
| Killer Shot | Buckshot | Fuma Shuriken | Critical hit against humanoids |
| Mini Burst | Blastshot | Mallet | 75% chance of causing Mini |
| Mini Cannon | Blitzshot | Mallet | 75% chance of causing Mini |
| Mini Shot | Buckshot | Mallet | 75% chance of causing Mini |
| Needle Burst | Blastshot | Gold Needle | Inflicts 2,000 damage to the target |
| Needle Cannon | Blitzshot | Gold Needle | Inflicts 3,000 damage to the target |
| Needle Shot | Buckshot | Gold Needle | Inflicts 1,000 damage to the target |
| Normal Burst | Blastshot | Shuriken | — |
| Normal Cannon | Blitzshot | Shuriken | — |
| Normal Shot | Buckshot | Shuriken | — |
| Power Burst | Blastshot | Power Drink | 75% chance of causing Berserk |
| Power Cannon | Blitzshot | Power Drink | 75% chance of causing Berserk |
| Power Shot | Buckshot | Power Drink | 75% chance of causing Berserk |
| Quake Burst | Blastshot | Goliath Tonic | Attacks with the power of Earth |
| Quake Cannon | Blitzshot | Goliath Tonic | Attacks with the power of Earth |
| Quake Shot | Buckshot | Goliath Tonic | Attacks with the power of Earth |
| Silver Burst | Blastshot | Speed Shake | 75% chance of causing Aging |
| Silver Cannon | Blitzshot | Speed Shake | 75% chance of causing Aging |
| Silver Shot | Buckshot | Speed Shake | 75% chance of causing Aging |
| Slow Burst | Blastshot | Turtle Shell | 75% chance of causing Slow |
| Slow Cannon | Blitzshot | Turtle Shell | 75% chance of causing Slow |
| Slow Shot | Buckshot | Turtle Shell | 75% chance of causing Slow |
| Spark Burst | Blastshot | Lightning Scroll | Attacks with the power of Lightning |
| Spark Cannon | Blitzshot | Lightning Scroll | Attacks with the power of Lightning |
| Spark Shot | Buckshot | Lightning Scroll | Attacks with the power of Lightning |
| Vuln. Burst | Blastshot | Iron Draft | Halves a target's Defense by 75% |
| Vuln. Cannon | Blitzshot | Iron Draft | Halves a target's Defense by 75% |
| Vuln. Shot | Buckshot | Iron Draft | Halves a target's Defense by 75% |
| Water Burst | Blastshot | Water Scroll | Attacks with the power of Water |
| Water Cannon | Blitzshot | Water Scroll | Attacks with the power of Water |
| Water Shot | Buckshot | Water Scroll | Attacks with the power of Water |

| The spell's effect | |
|--------------------|--|
| NAME | EFFECT |
| Black Frost | Attacks with the power of Ice |
| Brimstone | Attacks with the power of Fire |
| Doom | Causes sudden death |
| Judgment | Attacks with the power of Lightning |
| Recuperation | Cures Petrify, Toad, Mini, Poison, Darkness, Aging, Sleep, Paralyze, Confuse, and Silence for one target |
| Rejuvenation | Recovers HP of one target |
| Salientia | Causes Toad |
| Stili Wing | Causes Stop |

| The dance's effect | |
|--------------------|---|
| DANCE | DANCER |
| NAME | EFFECT |
| Jitterbug | Absorbs HP of one enemy (except undead) |
| Mystery Waltz | Absorbs MP of one enemy (except undead) |
| Sword Dance | Damages an enemy by 25% |
| Tempting Tango | Causes Confuse to one enemy |

Understanding Finishers

A Gladiator's Finisher ability will have a different elemental attribute depending on which character performs it. Bartz's Finisher is infused with Wind, Lenna's is infused with Water, Faris's is infused with Fire, and Krile's is infused with Earth. In addition, the Critical and Elemental attack actions will have a higher success rate for a character with a higher job level.

| The attack's effect | | Success rate based on a character's job level | | | | |
|---------------------|--------------------------------|---|----------|----------|----------|----------|
| FINISHER | GLADIATOR | | | | | |
| NAME | EFFECT | JOB LV.1 | JOB LV.2 | JOB LV.3 | JOB LV.4 | JOB LV.5 |
| Miss | No damage | 7/16 | 5/16 | 5/16 | 5/16 | 4/16 |
| Critical | Twice the damage to the target | 5/16 | 6/16 | 5/16 | 4/16 | 4/16 |
| Elemental Attack | Attacks with an element | 3/16 | 5/16 | 6/16 | 7/16 | 8/16 |

| The attack's effect | |
|---------------------|---|
| GAIA | GEOMANCER |
| NAME | EFFECT |
| Big Wave | Attacks all enemies |
| Bindweed | Causes Slow and cancels Haste for all enemies |
| Bottomless Bog | Causes sudden death |
| Branch Arrow | Attacks one enemy |
| Branch Spear | Attacks one enemy |
| Burning Sands | Attacks all enemies with Gaia and Fire |
| Cave-in | Attacks one enemy |
| Desert Storm | Attacks all enemies with Gaia and Wind |
| Earthquake | Attacks all enemies with Earth (nullified by Float) |
| Gust | Attacks all enemies with Wind |
| Ignus Fatuuus | Attacks with Fire; causes Confuse |
| Leaf Swirl | Attacks all enemies with Wind; causes Darkness |

| NAME | EFFECT |
|--------------------|---|
| Phantom | Causes sudden death; fully recovers HP for undead |
| Poison Mist | Causes Poison |
| Quicksand | Causes sudden death |
| Sandstorm | Attacks with Gaia and Wind; causes Darkness for all enemies |
| Sonic Boom | Reduces HP of one enemy by 25% |
| Stalactite | Attacks one enemy |
| Tsunami | Attacks all enemies |
| Twister | Reduces HP of one enemy |
| Waterfall | Attacks one enemy with Water |
| Whirlpool | Reduces HP of one enemy |
| Wind Slash | Attacks all enemies with Wind |

| MIX | CHEMIST | First item you must select | Second item you must select | The effect of the mix |
|------------------|---------------|--|-----------------------------|---|
| NAME | ITEM 1 | ITEM 2 | EFFECT | |
| Antidote | Antidote | Antidote | | Cures Poison |
| Antilixir | Elixir | Dark Matter | | Reduces HP of one enemy |
| Bachus's Cider | Holy Water | Turtle Shell | | Causes Berserk |
| Balm of Gilead | Hi-Potion | Ether | | Recovers MP completely |
| Blessed Kiss | Maiden's Kiss | Holy Water | | Causes Berserk, Image, and Haste |
| Cure Blindness | Eye Drops | Potion or Hi-Potion | | Recovers HP and cures Darkness |
| Dark Breath | Dragon Fang | Dark Matter | | Inflicts damage equal to maximum HP minus current HP |
| Dark Ether | Ether | Dark Matter | | Reduces current MP to 25% |
| Dark Gas | Eye Drops | Dark Matter | | Causes Darkness |
| Dark Sigh | Eye Drops | Dragon Fang | | Causes Darkness and Confuse |
| Death Potion | Phoenix Down | Dark Matter | | Causes sudden death; fully recovers HP of undead |
| Devil's Juice | Dark Matter | Potion or Hi-Potion | | Causes 666 points of damage to the target |
| Dragon Breath | Dragon Fang | Dragon Fang | | Attacks with Fire, Ice, and Lightning; damage depends on HP of user |
| Dragon Defense | Phoenix Down | Dragon Fang | | Casts Reflect, Protect and Shell |
| Dragon Kiss | Maiden's Kiss | Dragon Fang | | Changes enemy's type to dragon |
| Dragon Power | Dragon Fang | Potion or Hi-Potion | | Raises target's level +20 |
| Dragon Shielding | Ether | Dragon Fang | | Nullifies Fire, Ice, and Lightning |
| Dud Potion 1 | Elixir | Turtle Shell | | Causes Slip |
| Dud Potion 2 | Holy Water | Dark Matter | | Causes Poison |
| Elemental Power | Holy Water | Eye Drops | | Raises the effects of all attributes |
| Elixir | Elixir | Potion, High Potion, Ether, Holy Water, Antidote, Eye Drops, or Elixir | | Recovers HP and MP completely |

| MIX (CONT.) | CHEMIST | | |
|----------------|---------------|-------------------------------------|--|
| NAME | ITEM 1 | ITEM 2 | EFFECT |
| Ether 1 | Ether | Holy Water or Ether | Recovers MP |
| Ether 2 | Potion | Turtle Shell | Recovers MP |
| Eye Drops | Eye Drops | Eye Drops | Cures Darkness |
| Goliath Tonic | Elixir | Dragon Fang | Doubles HP |
| Hasty-ade | Turtle Shell | Eye Drops | Causes Haste and removes Slow |
| Hi-Potion | Hi-Potion | Hi-Potion or Holy Water | Recovers HP |
| Holy Breath | Holy Water | Dragon Fang | Attacks with Holy (damage based on HP of user) |
| Holy Water | Holy Water | Holy Water | Recovers HP and removes Zombie |
| Kiss of Life | Phoenix Down | Maiden's Kiss | Raises KO'd allies and recovers 50% of HP; recovers MP completely |
| Lamia Kiss | Maiden's Kiss | Eye Drops | Causes Confuse |
| Levisalve | Maiden's Kiss | Antidote | Causes Levitate |
| Lifeshield | Phoenix Down | Holy Water | Adds resistance to sudden death |
| Lifewater | Potion | Hi-Potion | Causes Regen |
| Lilith's Kiss | Maiden's Kiss | Ether or Elixir | Absorbs MP of the target (nullified by undead) |
| Maiden's Kiss | Maiden's Kiss | Potion, Hi-Potion, or Maiden's Kiss | Recovers HP and removes Toad |
| Neutralizer | Antidote | Potion or Hi-Potion | Recovers HP and removes Poison |
| Phoenix Down | Phoenix Down | Phoenix Down | Raises KO'd allies and recovers 25% of HP |
| Poison Breath | Antidote | Dragon Fang | Attacks with Poison (damage equal to half of caster's maximum HP) |
| Potion | Potion | Potion or Holy Water | Recovers HP |
| Protect Potion | Turtle Shell | Turtle Shell | Casts Protect and Shell |
| Reincarnate | Phoenix Down | Ether or Elixir | Raises KO'd allies and fully recovers HP and MP |
| Remedy | Phoenix Down | Turtle Shell | Removes Petrify, Toad, Mini, Poison, Darkness, Aging, Sleep, Paralyze, Confuse, Berserk, Silence, Stop, and Slow |
| Resist Fire | Ether | Eye Drops | Causes character to absorb Fire attacks |
| Resist Ice | Phoenix Down | Antidote | Causes character to absorb Ice attacks |
| Resist Poison | Ether | Antidote | Adds resistance to Poison |
| Resist Thunder | Phoenix Down | Eye Drops | Causes character to resist Lightning attacks |
| Resurrection | Phoenix Down | Potion or Hi-Potion | Raises KO'd allies and fully recovers HP and MP |
| Samson's Might | Holy Water | Antidote | Raises target's level +10 |
| Shadowflare | Dark Matter | Dark Matter | Inflicts Sap |
| Smelling Salts | Antidote | Eye Drops | Removes Aging, Sleep, Paralyze, Confuse, Berserk, and Silence |
| Succubus Kiss | Maiden's Kiss | Turtle Shell | Absorbs HP of the target (nullified by undead) |
| TNT | Turtle Shell | Dark Matter | Causes sudden death (damage based on user's HP) |
| Toad Kiss | Maiden's Kiss | Dark Matter | Causes Toad |
| Triple Ether | Hi-Potion | Turtle Shell | Recovers MP |
| Turtle Soup | Turtle Shell | Antidote | Halves target's Defense and Magic Defense |
| X-Potion | Ether | Potion or Turtle Shell | Recovers HP completely |

Open Fire Randomly

In addition to their ability to combine and launch ammunition, Cannoneers have an ability called Open Fire. When it's used, one of four different Open Fire attacks (seen in the chart to the right) will occur. The strongest—Open Fire 4—is incredibly deadly, but has only a 1/16 chance of happening.

| The attack's effect | | |
|---------------------|----------------------------------|--|
| OPEN FIRE | CANNONEER | The probability that the attack will connect |
| NAME | EFFECT | PROBABILITY |
| Open Fire 1 | Little damage; Inflicts Poison | 6/16 |
| Open Fire 2 | Little damage; Inflicts Darkness | 5/16 |
| Open Fire 3 | Medium damage; Inflicts Sap | 1/4 |
| Open Fire 4 | Huge damage; Causes sudden death | 1/16 |

Unbiased Magic

An Oracle's Predict ability will bring forth one of 10 cataclysmic events, preceded by a countdown. Some of the magic will attack enemies and allies alike. Use the chart to the right to get an idea of the damage to enemies and to your own party, but keep in mind that an Oracle cannot control which of the 10 events takes place.

| PREDICT | ORACLE | The event's effect | The ratio of damage to your party and your enemy's party |
|-----------------|--|--------------------|--|
| NAME | EFFECT | | |
| Cleansing | Casts Stop | | Enemy 10; party 0 |
| Deluge | Attacks with Water; Inflicts Toad | | Enemy 9; party 1 |
| Eruption | Attacks with Fire; Inflicts Sap | | Enemy 8; party 2 |
| Starfall | Causes sudden death | | Enemy 9; party 1 |
| Rockslide | Attacks twice with Earth | | Enemy 5; party 5 |
| Divine Judgment | Attacks with Holy; Removes party's MP or recovers party's HP | | Enemy 10; party 0 |
| Healing Wind | Casts Esuna | | Enemy 0; party 10 |
| Blessing | Casts Regen | | Enemy 0; party 10 |
| Hurricane | Attacks with Wind/Causes Silence | | Enemy 8; party 2 |
| Pestilence | Attacks with Poison/Causes Poison | | Enemy 0; party 10 |

Bestiary

There are many monsters in the game; some you'll face only once and others you'll encounter over and over again. The following pages give details for each monster.

| | |
|--------------------|---|
| CONTROL: | Available commands controlling the monster with a Beastmaster or someone with the Control ability |
| CATCH: | Whether the Catch ability can capture the monster |
| RELEASE: | When caught using the Catch ability, the monster will perform this action when you release it |
| ITEM STEAL: | Items you can steal during battle |
| ITEM DROP: | Items the monster will drop during battle |

Number within the in-game bestiary / Page number of area in which monster typically appears

Monster's type (which will make them vulnerable to certain attacks, such as a Cannoneer's Dragon Killer) is listed here

| Abductor | | | | | | NO.266 / PG. 54 |
|--|-----------------|-------------------------|--------|-------|--------|-----------------|
| LV: 22 | HP: 1,500 | STR: 40 | DEF: - | MD: - | GIL: - | EXP: - |
| CONTROL: - | CATCH: - | RELEASE: - | | | | |
| ITEM STEAL: Gaia Gear | | ITEM DROP: Ether | | | | |
| WEAKNESS: - | | | | | | |
| RESISTANCE/ABSORB: -/- | | | | | | |
| WEAKNESS: The monster's elemental weakness RESISTANCE/ABSORB: Elements a monster is strong against/elements a monster will absorb | | | | | | |

STATS:
LV=Level
HP=Hit Points
STR=Strength
DEF=Defense
MD=Magic Defense
GIL=Gil you'll receive after battle
EXP=Experience points

| Abductor | | | | | | NO.266 / PG. 54 |
|-------------------------------|-----------------|-------------------------|--------|-------|--------|-----------------|
| LV: 22 | HP: 1,500 | STR: 40 | DEF: - | MD: - | GIL: - | EXP: - |
| CONTROL: - | CATCH: - | RELEASE: - | | | | |
| ITEM STEAL: Gaia Gear | | ITEM DROP: Ether | | | | |
| WEAKNESS: - | | | | | | |
| RESISTANCE/ABSORB: -/- | | | | | | |

| Aegir | | | | | | NO.031 / PG. 42 |
|--|-------------------|------------------------------|--------|-------|---------|-----------------|
| LV: 14 | HP: 180 | STR: 19 | DEF: - | MD: 5 | GIL: 99 | EXP: 120 |
| CONTROL: Attack, Special Move, Discord, Spore | CATCH: YES | RELEASE: Rainbow Wind | | | | |
| ITEM STEAL: Potion | | ITEM DROP: - | | | | |
| WEAKNESS: - | | | | | | |
| RESISTANCE/ABSORB: -/-Poison | | | | | | |

| Abductor | | | | | | NO.270 / PG. 57 |
|--|-----------------|--------------------------|--------|-------|--------|-----------------|
| LV: 29 | HP: 2,500 | STR: 40 | DEF: - | MD: - | GIL: - | EXP: - |
| CONTROL: - | CATCH: - | RELEASE: - | | | | |
| ITEM STEAL: Hi-Potion, Power Armlet | | ITEM DROP: Potion | | | | |
| WEAKNESS: - | | | | | | |
| RESISTANCE/ABSORB: -/- | | | | | | |

| Alchymia | | | | | | HUMANOID NO.182 / PG. 82 |
|---|-------------------|--------------------------|---------|--------|----------|-----------------------------|
| LV: 47 | HP: 4,500 | STR: 70 | DEF: 10 | MD: 10 | GIL: 546 | EXP: 1,000 |
| CONTROL: Attack, Toad | CATCH: YES | RELEASE: Rabbit | | | | |
| ITEM STEAL: Maiden's Kiss, Man-Eater | | ITEM DROP: Elixir | | | | |
| WEAKNESS: - | | | | | | |
| RESISTANCE/ABSORB: -/- | | | | | | |

| Achelon | | | | | | NO.213 / PG. 88 |
|---|-------------------|---------------------------|---------|-------|----------|-----------------|
| LV: 52 | HP: 3,200 | STR: 100 | DEF: 70 | MD: - | GIL: 642 | EXP: 1,480 |
| CONTROL: Attack, Demon Eye, Poison Breath, Vampire | CATCH: YES | RELEASE: Ice Storm | | | | |
| ITEM STEAL: Turtle Shell, Flametongue | | ITEM DROP: Elixir | | | | |
| WEAKNESS: Water | | | | | | |
| RESISTANCE/ABSORB: -/- | | | | | | |

| Alte Roite | | | | | | HUMANOID NO.302 / PG. 90 |
|---------------------------------------|-----------------|---------------------------------|---------|--------|--------|-----------------------------|
| LV: 58 | HP: 6,000 | STR: 45 | DEF: 45 | MD: 60 | GIL: - | EXP: - |
| CONTROL: - | CATCH: - | RELEASE: - | | | | |
| ITEM STEAL: Potion, Holy Water | | ITEM DROP: Healing Staff | | | | |
| WEAKNESS: - | | | | | | |
| RESISTANCE/ABSORB: -/- | | | | | | |

| Acrophies | | | | | | NO.089 / PG. 56 |
|--------------------------------------|-------------------|-----------------------------------|---------|--------|----------|-----------------|
| LV: 30 | HP: 900 | STR: 36 | DEF: 20 | MD: 20 | GIL: 267 | EXP: 410 |
| CONTROL: Attack, Special Move | CATCH: YES | RELEASE: Attack (Critical) | | | | |
| ITEM STEAL: Potion | | ITEM DROP: - | | | | |
| WEAKNESS: Lightning | | | | | | |
| RESISTANCE/ABSORB: - / Water | | | | | | |

| Ammonite | | | | | | NO.185 / PG. 86 |
|--|-------------------|------------------------------|---------|-------|----------|-----------------|
| LV: 48 | HP: 2,780 | STR: 71 | DEF: 10 | MD: - | GIL: 573 | EXP: 1,170 |
| CONTROL: Attack, Spore, Discord | CATCH: YES | RELEASE: Quicksand | | | | |
| ITEM STEAL: Hi-Potion, Potion | | ITEM DROP: Holy Water | | | | |
| WEAKNESS: - | | | | | | |
| RESISTANCE/ABSORB: -/- | | | | | | |

| Adamantite Golem | | | | | | NO.129 / PG. 70 |
|---|-------------------|-----------------------------------|---------|-------|----------|-----------------|
| LV: 37 | HP: 3,650 | STR: 62 | DEF: 10 | MD: 5 | GIL: 378 | EXP: 1,100 |
| CONTROL: Attack, Attack, Attack, Attack (Critical) | CATCH: YES | RELEASE: Attack (Critical) | | | | |
| ITEM STEAL: Potion, Hi-Potion | | ITEM DROP: Hi-Potion | | | | |
| WEAKNESS: Lightning | | | | | | |
| RESISTANCE/ABSORB: -/- | | | | | | |

| Ankheg | | | | | | NO.184 / PG. 86 |
|--------------------------------------|-------------------|-----------------------------|---------|-------|----------|-----------------|
| LV: 48 | HP: 2,780 | STR: 75 | DEF: 10 | MD: - | GIL: 570 | EXP: 1,250 |
| CONTROL: Attack, Quicksand | CATCH: YES | RELEASE: Earthquake | | | | |
| ITEM STEAL: Potion, Hi-Potion | | ITEM DROP: Hi-Potion | | | | |
| WEAKNESS: Ice | | | | | | |
| RESISTANCE/ABSORB: -/- | | | | | | |

| Adamantoise | | | | | | NO.258 / PG. 51 |
|-------------------------------|-----------------|--------------------------------|---------|-------|--------|-----------------|
| LV: 20 | HP: 2,000 | STR: 31 | DEF: 25 | MD: 5 | GIL: - | EXP: - |
| CONTROL: - | CATCH: - | RELEASE: - | | | | |
| ITEM STEAL: Iron Draft | | ITEM DROP: Turtle Shell | | | | |
| WEAKNESS: Ice | | | | | | |
| RESISTANCE/ABSORB: -/- | | | | | | |

| Antlion | | | | | | NO.286 / PG. 74 |
|-------------------------------------|-----------------|---------------------------|---------|--------|------------|-----------------|
| LV: 34 | HP: 8,100 | STR: 48 | DEF: 20 | MD: 20 | GIL: 3,000 | EXP: - |
| CONTROL: - | CATCH: - | RELEASE: - | | | | |
| ITEM STEAL: Hi-Potion | | ITEM DROP: Cottage | | | | |
| WEAKNESS: Water | | | | | | |
| RESISTANCE/ABSORB: Earth / - | | | | | | |

| | | |
|--------------------------|----------------|--------------------------------------|
| | Apanda | MAGIC BEAST NO.299 / PG. 89 |
| LV: 59 | HP: 22,200 | STR: 73 DEF: 23 MD: 10 GIL: - EXP: - |
| CONTROL: - | CATCH: - | RELEASE: - |
| ITEM STEAL: Ash | ITEM DROP: Ash | |
| WEAKNESS: Fire | | |
| RESISTANCE/ABSORB: - / - | | |

| | | |
|--------------------------|------------------------|--------------------------------------|
| | Atomos | NO.276 / PG. 63 |
| LV: 41 | HP: 19,997 | STR: 10 DEF: 14 MD: 20 GIL: - EXP: - |
| CONTROL: - | CATCH: - | RELEASE: - |
| ITEM STEAL: Ether, Flail | ITEM DROP: Dark Matter | |
| WEAKNESS: - | | |
| RESISTANCE/ABSORB: - / - | | |

| | | |
|---------------------------------------|------------------------|---|
| | Aquagel | NO.180 / PG. 82 |
| LV: 46 | HP: 3,300 | STR: 67 DEF: 20 MD: - GIL: 540 EXP: 1,268 |
| CONTROL: Attack, Aqua Breath, Embrace | CATCH: YES | RELEASE: Aqua Breath |
| ITEM STEAL: Potion, Hi-Potion | ITEM DROP: Speed Shake | |
| WEAKNESS: Lightning | | |
| RESISTANCE/ABSORB: - / Water | | |

| | | |
|------------------------------------|-----------------------|--------------------------------------|
| | Azulmagia | NO.301 / PG. 90 |
| LV: 57 | HP: 27,900 | STR: 65 DEF: 30 MD: 70 GIL: - EXP: - |
| CONTROL: - | CATCH: - | RELEASE: - |
| ITEM STEAL: Elixir, Titan's Gloves | ITEM DROP: Black Cowl | |
| WEAKNESS: Poison | | |
| RESISTANCE/ABSORB: - / - | | |

| | | |
|-------------------------------|---------------------|--|
| | Aquathorn | NO.094 / PG. 57 |
| LV: 31 | HP: 800 | STR: 39 DEF: - MD: 5 GIL: 279 EXP: 490 |
| CONTROL: Attack, Special Move | CATCH: YES | RELEASE: Death |
| ITEM STEAL: Potion | ITEM DROP: Antidote | |
| WEAKNESS: Lightning | | |
| RESISTANCE/ABSORB: - / Water | | |

| | | |
|------------------------------|------------------------|--------------------------------------|
| | Bahamut | NO.298 / PG. 86 |
| LV: 99 | HP: 40,000 | STR: 69 DEF: 10 MD: 20 GIL: - EXP: - |
| CONTROL: - | CATCH: - | RELEASE: - |
| ITEM STEAL: Dragon Fang | ITEM DROP: Dragon Fang | |
| WEAKNESS: - | | |
| RESISTANCE/ABSORB: Earth / - | | |

| | | |
|------------------------------|--------------------------|-------------------------------------|
| | Archeoaevis | NO.262 / PG. 53 |
| LV: 21 | HP: 1,600 | STR: 39 DEF: 30 MD: 6 GIL: - EXP: - |
| CONTROL: - | CATCH: - | RELEASE: - |
| ITEM STEAL: - | ITEM DROP: Goliath Tonic | |
| WEAKNESS: Wind | | |
| RESISTANCE/ABSORB: Earth / - | | |

| | | |
|--------------------------------------|-----------------------|---|
| | Baldanders | NO.205 / PG. 88 |
| LV: 48 | HP: 3,000 | STR: 75 DEF: 10 MD: - GIL: 564 EXP: 1,380 |
| CONTROL: Attack, Aeroga, Bio | CATCH: YES | RELEASE: Aeroga |
| ITEM STEAL: Turtle Shell, Angel Ring | ITEM DROP: Rune Chime | |
| WEAKNESS: - | | |
| RESISTANCE/ABSORB: - / - | | |

| | | |
|---------------------------------------|----------------------|--------------------------------------|
| | Archedemon | MAGIC BEAST NO.316 / PG. 93 |
| LV: 17 | HP: 50,000 | STR: 180 DEF: 40 MD: - GIL: - EXP: - |
| CONTROL: - | CATCH: - | RELEASE: - |
| ITEM STEAL: Phoenix Down | ITEM DROP: Chaos Orb | |
| WEAKNESS: - | | |
| RESISTANCE/ABSORB: - / All attributes | | |

| | | |
|--------------------------|-------------------------|--|
| | Bandercoeur | MAGIC BEAST NO.130 / PG. 70 |
| LV: 37 | HP: 2,600 | STR: 59 DEF: 5 MD: 5 GIL: 381 EXP: 1,150 |
| CONTROL: Attack, Blaster | CATCH: YES | RELEASE: Blaster |
| ITEM STEAL: Phoenix Down | ITEM DROP: Phoenix Down | |
| WEAKNESS: Fire | | |
| RESISTANCE/ABSORB: - / - | | |

| | | |
|--|------------------------|---|
| | Archeosaur | UNDEAD / DRAGON NO.146 / PG. 74 |
| LV: 35 | HP: 9,960 | STR: 67 DEF: 20 MD: 5 GIL: 444 EXP: 1,800 |
| CONTROL: Attack, Poison Breath, Level 3 Flare, Hurricane | CATCH: YES | RELEASE: Frost |
| ITEM STEAL: Phoenix Down | ITEM DROP: Dragon Fang | |
| WEAKNESS: Fire, Earth | | |
| RESISTANCE/ABSORB: Poison / Poison | | |

| | | |
|--|---------------------|---------------------------------------|
| | Bandersnatch | MAGIC BEAST NO.019 / PG. 38 |
| LV: 9 | HP: 120 | STR: 14 DEF: - MD: 5 GIL: 100 EXP: 60 |
| CONTROL: Attack, Special Move, Blaster | CATCH: YES | RELEASE: Blaster |
| ITEM STEAL: Potion | ITEM DROP: Potion | |
| WEAKNESS: - | | |
| RESISTANCE/ABSORB: - / - | | |

| | | |
|--------------------------------|-------------------|--|
| | Archeotoad | NO.067 / PG. 58 |
| LV: 25 | HP: 800 | STR: 34 DEF: - MD: - GIL: 213 EXP: 390 |
| CONTROL: Attack, Pond's Chorus | CATCH: YES | RELEASE: Pond's Chorus |
| ITEM STEAL: Hi-Potion | ITEM DROP: - | |
| WEAKNESS: Ice | | |
| RESISTANCE/ABSORB: - / - | | |

| | | |
|-------------------------------------|----------------|---------------------------------------|
| | Barrier | NO.309 / PG. 91 |
| LV: 44 | HP: 8,800 | STR: 100 DEF: 30 MD: 10 GIL: - EXP: - |
| CONTROL: - | CATCH: - | RELEASE: - |
| ITEM STEAL: Hi-Potion, Reflect Ring | ITEM DROP: - | |
| WEAKNESS: - | | |
| RESISTANCE/ABSORB: Earth / - | | |

| | | |
|---------------------------------|---------------------|--|
| | Aspis | UNDEAD NO.149 / PG. 74 |
| LV: 35 | HP: 1,280 | STR: 57 DEF: 20 MD: 20 GIL: - EXP: 800 |
| CONTROL: Attack, Entangle | CATCH: - | RELEASE: - |
| ITEM STEAL: Antidote, Hi-Potion | ITEM DROP: Antidote | |
| WEAKNESS: Ice | | |
| RESISTANCE/ABSORB: - / - | | |

| | | |
|--------------------------|-------------------------|---------------------------------------|
| | Behemoth | NO.232 / PG. 93 |
| LV: 77 | HP: 15,000 | STR: 90 DEF: 13 MD: - GIL: 800 EXP: - |
| CONTROL: Attack, ??? | CATCH: YES | RELEASE: Attack |
| ITEM STEAL: Phoenix Down | ITEM DROP: Phoenix Down | |
| WEAKNESS: - | | |
| RESISTANCE/ABSORB: - / - | | |

| | | |
|--------------------------------------|--------------------------|---|
| | Assassin | HUMANOID NO.230 / PG. 93 |
| LV: 73 | HP: 10,000 | STR: 110 DEF: 20 MD: 10 GIL: 806 EXP: 8,000 |
| CONTROL: Attack, Special Move, Image | CATCH: YES | RELEASE: Attack |
| ITEM STEAL: Hi-Potion | ITEM DROP: Fuma Shuriken | |
| WEAKNESS: - | | |
| RESISTANCE/ABSORB: - / - | | |

| | | |
|---------------------------------------|-----------------------|--|
| | Belphegor | MAGIC BEAST NO.227 / PG. 91 |
| LV: 55 | HP: 6,000 | STR: 73 DEF: 30 MD: 10 GIL: 950 EXP: - |
| CONTROL: Attack, Hurricane | CATCH: YES | RELEASE: Hurricane |
| ITEM STEAL: Mooring Blade, Rising Sun | ITEM DROP: Ice Shield | |
| WEAKNESS: - | | |
| RESISTANCE/ABSORB: - / Earth | | |

| | |
|---|---|
|  Berserker HUMANOID NO.167 / PG. 78 | Blue Dragon DRAGON NO.132 / PG. 70 |
| LV: 44 HP: 2,140 STR: 77 DEF: 5 MD: - GIL: 495 EXP: 1,000 | LV: 38 HP: 6,900 STR: 64 DEF: 10 MD: 5 GIL: 500 EXP: 2,500 |
| CONTROL: Attack, Berserk CATCH: YES RELEASE: Critical | CONTROL: - CATCH: YES RELEASE: Ice Storm |
| ITEM STEAL: Speed Shake, Elven Bow ITEM DROP: Death Sickle | ITEM STEAL: Dragon Fang, Cottage ITEM DROP: Dragon Fang |
| WEAKNESS: - | WEAKNESS: - |
| RESISTANCE/ABSORB: - / - | RESISTANCE/ABSORB: Earth / Ice |
|  Big Horn MAGIC BEAST NO.017 / PG. 38 |  Bomb NO.049 / PG. 48 |
| LV: 8 HP: 90 STR: 10 DEF: - MD: 5 GIL: 50 EXP: 40 | LV: 21 HP: 440 STR: 29 DEF: - MD: 5 GIL: 162 EXP: 230 |
| CONTROL: Attack, Special Move CATCH: YES RELEASE: Attack (Critical) | CONTROL: Attack, Self-Destruct CATCH: YES RELEASE: Self-Destruct |
| ITEM STEAL: Potion ITEM DROP: Potion | ITEM STEAL: Potion ITEM DROP: Potion |
| WEAKNESS: - | WEAKNESS: - |
| RESISTANCE/ABSORB: - / - | RESISTANCE/ABSORB: - / - |
|  Bio Soldier HUMANOID NO.051 / PG. 48 |  Bone Dragon UNDEAD / DRAGON NO.102 / PG. 58 |
| LV: 18 HP: 540 STR: 30 DEF: - MD: 5 GIL: 168 EXP: 320 | LV: 32 HP: 2,590 STR: 39 DEF: 10 MD: 5 GIL: 300 EXP: 890 |
| CONTROL: Attack, Bio, Poison CATCH: YES RELEASE: Bio | CONTROL: Attack, Bone CATCH: YES RELEASE: Bone |
| ITEM STEAL: Battle Axe, War Hammer ITEM DROP: Antidote | ITEM STEAL: Gold Needle ITEM DROP: Ether |
| WEAKNESS: - | WEAKNESS: Fire |
| RESISTANCE/ABSORB: Poison / Poison | RESISTANCE/ABSORB: - / - |
|  Birostris NO.081 / PG. 54 |  Bulette DESERT NO.142 / PG. 74 |
| LV: 27 HP: 1,000 STR: 35 DEF: - MD: 5 GIL: 240 EXP: 353 | LV: 41 HP: 1,000 STR: 61 DEF: 55 MD: 20 GIL: 429 EXP: 1,050 |
| CONTROL: Attack, Transfusion CATCH: YES RELEASE: Transfusion | CONTROL: Attack, Special Move CATCH: YES RELEASE: Attack (Critical) |
| ITEM STEAL: Potion ITEM DROP: Potion | ITEM STEAL: Potion ITEM DROP: Hi-Potion |
| WEAKNESS: - | WEAKNESS: Ice |
| RESISTANCE/ABSORB: - / Water | RESISTANCE/ABSORB: - / - |
|  Black Flame NO.053 / PG. 49 |  Byblos MAGIC BEAST NO.254 / PG. 47 |
| LV: 22 HP: 220 STR: 28 DEF: - MD: 25 GIL: 174 EXP: 290 | LV: 24 HP: 3,600 STR: 30 DEF: 10 MD: 30 GIL: - EXP: - |
| CONTROL: Attack, Dark Spark CATCH: YES RELEASE: Dark Spark | CONTROL: - CATCH: - RELEASE: - |
| ITEM STEAL: Speed Shake ITEM DROP: Speed Shake | ITEM STEAL: Mallet, Dark Matter ITEM DROP: Iron Draft |
| WEAKNESS: Water | WEAKNESS: Fire, Holy |
| RESISTANCE/ABSORB: - / Poison, Holy, Earth, Wind | RESISTANCE/ABSORB: - / All attributes except for Fire |
|  Black Goblin HUMANOID NO.128 / PG. 70 |  Cactus DESERT NO.092 / PG. 56 |
| LV: 7 HP: 20 STR: 5 DEF: - MD: 5 GIL: 21 EXP: 20 | LV: 29 HP: 1,000 STR: 37 DEF: - MD: 5 GIL: 255 EXP: 419 |
| CONTROL: Attack, Goblin Punch CATCH: YES RELEASE: Attack (Critical) | CONTROL: Attack, Needles, 1000 Needles CATCH: YES RELEASE: 1000 Needles |
| ITEM STEAL: Potion ITEM DROP: Leather Shoes | ITEM STEAL: Potion, Gold Needle ITEM DROP: - |
| WEAKNESS: - | WEAKNESS: Water |
| RESISTANCE/ABSORB: - / - | RESISTANCE/ABSORB: - / - |
|  Black Warlock HUMANOID NO.128 / PG. 70 |  Calcruthl UNDEAD NO.013 / PG. 36 |
| LV: 36 HP: 1,999 STR: 50 DEF: 10 MD: 5 GIL: 375 EXP: 950 | LV: 10 HP: 75 STR: 8 DEF: - MD: 5 GIL: 60 EXP: 38 |
| CONTROL: Attack, Death, Break, Banish CATCH: YES RELEASE: Banish | CONTROL: Attack, Transfusion CATCH: YES RELEASE: Embrace |
| ITEM STEAL: Poison Rod, Judgment Staff ITEM DROP: Power Staff | ITEM STEAL: Potion ITEM DROP: Elixir |
| WEAKNESS: Holy | WEAKNESS: Lightning |
| RESISTANCE/ABSORB: - / - | RESISTANCE/ABSORB: Fire / Water |
|  Blind Wolf MAGIC BEAST NO.124 / PG. 70 |  Calofisteri MAGIC BEAST / HUMANOID NO.300 / PG. 90 |
| LV: 33 HP: 900 STR: 54 DEF: 5 MD: 5 GIL: 363 EXP: 500 | LV: 68 HP: 18,000 STR: 66 DEF: 50 MD: 30 GIL: - EXP: - |
| CONTROL: Attack, Special Move CATCH: YES RELEASE: Attack (Critical) | CONTROL: - CATCH: - RELEASE: - |
| ITEM STEAL: Eye Drops ITEM DROP: Eye Drops | ITEM STEAL: Plumed Hat, Reflect Ring ITEM DROP: Diamond Plate |
| WEAKNESS: Fire | WEAKNESS: - |
| RESISTANCE/ABSORB: - / - | RESISTANCE/ABSORB: - / - |
|  Blood Slime NO.088 / PG. 56 |  Carbuncle MAGIC BEAST NO.283 / PG. 72 |
| LV: 29 HP: 600 STR: 36 DEF: 39 MD: - GIL: 264 EXP: 365 | LV: 44 HP: 15,000 STR: 50 DEF: 50 MD: 50 GIL: - EXP: - |
| CONTROL: Attack, Vampire CATCH: YES RELEASE: Vampire | CONTROL: - CATCH: - RELEASE: - |
| ITEM STEAL: Holy Water ITEM DROP: Holy Water | ITEM STEAL: Reflect Ring, Goliath Tonic ITEM DROP: Turtle Shell |
| WEAKNESS: Fire | WEAKNESS: - |
| RESISTANCE/ABSORB: - / - | RESISTANCE/ABSORB: Earth / - |

| Catastrophe | | | | | | | NO.304 / PG. 90 | |
|-----------------------------|------------------------------|-----------------------------|------------------------------|-----------------------------|------------------------------|------------------------------|------------------------------|-----------------------------|
| | LV: 71 | HP: 19,997 | STR: 67 | DEF: 40 | MD: 20 | GIL: - | EXP: - | - |
| CONTROL: - | CATCH: - | RELEASE: - | ITEM STEAL: Elixir, Cottage | ITEM DROP: Gold Needle | WEAKNESS: - | RESISTANCE/ABSORB: - / Earth | ITEM STEAL: Elixir, Cottage | ITEM DROP: Gold Needle |
| ITEM STEAL: Elixir, Cottage | ITEM DROP: Gold Needle | WEAKNESS: - | RESISTANCE/ABSORB: - / Earth | ITEM STEAL: Elixir, Cottage | ITEM DROP: Gold Needle | WEAKNESS: - | RESISTANCE/ABSORB: - / Earth | ITEM STEAL: Elixir, Cottage |
| WEAKNESS: - | RESISTANCE/ABSORB: - / Earth | ITEM STEAL: Elixir, Cottage | ITEM DROP: Gold Needle | WEAKNESS: - | RESISTANCE/ABSORB: - / Earth | ITEM STEAL: Elixir, Cottage | ITEM DROP: Gold Needle | WEAKNESS: - |

| Crescent | | | | | | | NO.052 / PG. 49 | |
|-----------------------------|--------------------------|------------------------|--------------------------|-------------------------|--------------------------|--------------------------|--------------------------|-------------------------|
| | LV: 22 | HP: 580 | STR: 30 | DEF: - | MD: 5 | GIL: 171 | EXP: 300 | - |
| CONTROL: Attack, Wind Slash | CATCH: YES | RELEASE: Wind Slash | ITEM STEAL: Silver Bow | ITEM DROP: Death Sickle | WEAKNESS: - | RESISTANCE/ABSORB: - / - | ITEM STEAL: Silver Bow | ITEM DROP: Death Sickle |
| ITEM STEAL: Silver Bow | ITEM DROP: Death Sickle | WEAKNESS: - | RESISTANCE/ABSORB: - / - | ITEM STEAL: Silver Bow | ITEM DROP: Death Sickle | WEAKNESS: - | RESISTANCE/ABSORB: - / - | ITEM STEAL: Silver Bow |
| WEAKNESS: - | RESISTANCE/ABSORB: - / - | ITEM STEAL: Silver Bow | ITEM DROP: Death Sickle | WEAKNESS: - | RESISTANCE/ABSORB: - / - | ITEM STEAL: Silver Bow | ITEM DROP: Death Sickle | WEAKNESS: - |

| Catoblepas | | | | | | | MAGIC BEAST / DRAGON NO.281 / PG. 69 | |
|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|---|--------------------------|
| | LV: 38 | HP: 5,000 | STR: 55 | DEF: 20 | MD: 10 | GIL: - | EXP: - | - |
| CONTROL: - | CATCH: - | RELEASE: - | ITEM STEAL: Phoenix Down | ITEM DROP: Catoblepas | WEAKNESS: - | RESISTANCE/ABSORB: - / - | ITEM STEAL: Phoenix Down | ITEM DROP: Catoblepas |
| ITEM STEAL: Phoenix Down | ITEM DROP: Catoblepas | WEAKNESS: - | RESISTANCE/ABSORB: - / - | ITEM STEAL: Phoenix Down | ITEM DROP: Catoblepas | WEAKNESS: - | RESISTANCE/ABSORB: - / - | ITEM STEAL: Phoenix Down |
| WEAKNESS: - | RESISTANCE/ABSORB: - / - | ITEM STEAL: Phoenix Down | ITEM DROP: Catoblepas | WEAKNESS: - | RESISTANCE/ABSORB: - / - | ITEM STEAL: Phoenix Down | ITEM DROP: Catoblepas | WEAKNESS: - |

| Crew Dust | | | | | | | NO.037 / PG. 42 | |
|-------------------------------|--------------------------|-------------------------------|-------------------------------|-------------------------------|--------------------------|-------------------------------|-------------------------------|-------------------------------|
| | LV: 17 | HP: 240 | STR: 21 | DEF: - | MD: 5 | GIL: 120 | EXP: 130 | - |
| CONTROL: Attack, Flash | CATCH: YES | RELEASE: Flash | ITEM STEAL: Potion, Eye Drops | ITEM DROP: - | WEAKNESS: - | RESISTANCE/ABSORB: - / - | ITEM STEAL: Potion, Eye Drops | ITEM DROP: - |
| ITEM STEAL: Potion, Eye Drops | ITEM DROP: - | WEAKNESS: - | RESISTANCE/ABSORB: - / - | ITEM STEAL: Potion, Eye Drops | ITEM DROP: - | WEAKNESS: - | RESISTANCE/ABSORB: - / - | ITEM STEAL: Potion, Eye Drops |
| WEAKNESS: - | RESISTANCE/ABSORB: - / - | ITEM STEAL: Potion, Eye Drops | ITEM DROP: - | WEAKNESS: - | RESISTANCE/ABSORB: - / - | ITEM STEAL: Potion, Eye Drops | ITEM DROP: - | WEAKNESS: - |

| Cherie | | | | | | | HUMANOID NO.189 / PG. 86 | |
|---|---------------------------|--|--|--|---------------------------|--|--|--|
| | LV: 49 | HP: 4,000 | STR: 78 | DEF: 30 | MD: - | GIL: 585 | EXP: 1,500 | - |
| CONTROL: Attack, Aeroga, Lilliputian Lyric, Time Slip | CATCH: YES | RELEASE: Attack (Critical) | ITEM STEAL: Red Slippers, Elven Mantle | ITEM DROP: Hermes Sandals | WEAKNESS: - | RESISTANCE/ABSORB: - / - | ITEM STEAL: Red Slippers, Elven Mantle | ITEM DROP: Hermes Sandals |
| ITEM STEAL: Red Slippers, Elven Mantle | ITEM DROP: Hermes Sandals | WEAKNESS: - | RESISTANCE/ABSORB: - / - | ITEM STEAL: Red Slippers, Elven Mantle | ITEM DROP: Hermes Sandals | WEAKNESS: - | RESISTANCE/ABSORB: - / - | ITEM STEAL: Red Slippers, Elven Mantle |
| WEAKNESS: - | RESISTANCE/ABSORB: - / - | ITEM STEAL: Red Slippers, Elven Mantle | ITEM DROP: Hermes Sandals | WEAKNESS: - | RESISTANCE/ABSORB: - / - | ITEM STEAL: Red Slippers, Elven Mantle | ITEM DROP: Hermes Sandals | WEAKNESS: - |

| Crystal | | | | | | | NO.277 / PG. 68 | |
|--------------------|--|--------------------|--|--------------------|--|--|--|--------------------|
| | LV: 77 | HP: 7,777 | STR: 40 | DEF: 10 | MD: 20 | GIL: - | EXP: - | - |
| CONTROL: - | CATCH: - | RELEASE: - | ITEM STEAL: Elixir | ITEM DROP: Ash | WEAKNESS: - | RESISTANCE/ABSORB: Ice, Lightning, Poison, Holy / Fire | ITEM STEAL: Elixir | ITEM DROP: Ash |
| ITEM STEAL: Elixir | ITEM DROP: Ash | WEAKNESS: - | RESISTANCE/ABSORB: Ice, Lightning, Poison, Holy / Fire | ITEM STEAL: Elixir | ITEM DROP: Ash | WEAKNESS: - | RESISTANCE/ABSORB: Ice, Lightning, Poison, Holy / Fire | ITEM STEAL: Elixir |
| WEAKNESS: - | RESISTANCE/ABSORB: Ice, Lightning, Poison, Holy / Fire | ITEM STEAL: Elixir | ITEM DROP: Ash | WEAKNESS: - | RESISTANCE/ABSORB: Ice, Lightning, Poison, Holy / Fire | ITEM STEAL: Elixir | ITEM DROP: Ash | WEAKNESS: - |

| Chrono Controller | | | | | | | NO.163 / PG. 78 | |
|-----------------------------------|--------------------------|-----------------------------------|-----------------------------------|-----------------------------------|--------------------------|-----------------------------------|-----------------------------------|-----------------------------------|
| | LV: 43 | HP: 2,600 | STR: 82 | DEF: 45 | MD: - | GIL: 480 | EXP: 900 | - |
| CONTROL: Attack, Mute, Haste, Old | CATCH: YES | RELEASE: Banish | ITEM STEAL: Potion, Healing Staff | ITEM DROP: Hi-Potion | WEAKNESS: - | RESISTANCE/ABSORB: - / - | ITEM STEAL: Potion, Healing Staff | ITEM DROP: Hi-Potion |
| ITEM STEAL: Potion, Healing Staff | ITEM DROP: Hi-Potion | WEAKNESS: - | RESISTANCE/ABSORB: - / - | ITEM STEAL: Potion, Healing Staff | ITEM DROP: Hi-Potion | WEAKNESS: - | RESISTANCE/ABSORB: - / - | ITEM STEAL: Potion, Healing Staff |
| WEAKNESS: - | RESISTANCE/ABSORB: - / - | ITEM STEAL: Potion, Healing Staff | ITEM DROP: Hi-Potion | WEAKNESS: - | RESISTANCE/ABSORB: - / - | ITEM STEAL: Potion, Healing Staff | ITEM DROP: Hi-Potion | WEAKNESS: - |

| Crystal | | | | | | | NO.278 / PG. 68 | |
|--------------------|---|--------------------|---|--------------------|---|---|---|--------------------|
| | LV: 77 | HP: 7,777 | STR: 40 | DEF: 10 | MD: 20 | GIL: - | EXP: - | - |
| CONTROL: - | CATCH: - | RELEASE: - | ITEM STEAL: Elixir | ITEM DROP: Ash | WEAKNESS: - | RESISTANCE/ABSORB: Ice, Lightning, Poison, Holy / Water | ITEM STEAL: Elixir | ITEM DROP: Ash |
| ITEM STEAL: Elixir | ITEM DROP: Ash | WEAKNESS: - | RESISTANCE/ABSORB: Ice, Lightning, Poison, Holy / Water | ITEM STEAL: Elixir | ITEM DROP: Ash | WEAKNESS: - | RESISTANCE/ABSORB: Ice, Lightning, Poison, Holy / Water | ITEM STEAL: Elixir |
| WEAKNESS: - | RESISTANCE/ABSORB: Ice, Lightning, Poison, Holy / Water | ITEM STEAL: Elixir | ITEM DROP: Ash | WEAKNESS: - | RESISTANCE/ABSORB: Ice, Lightning, Poison, Holy / Water | ITEM STEAL: Elixir | ITEM DROP: Ash | WEAKNESS: - |

| Claret Dragon | | | | | | | DRAGON NO.240 / PG. 93 | |
|--|-----------------------------------|-----------------------|-----------------------------------|------------------------|-----------------------------------|-----------------------------------|-----------------------------------|------------------------|
| | LV: 92 | HP: 17,000 | STR: 135 | DEF: 40 | MD: - | GIL: 2,200 | EXP: 30,000 | - |
| CONTROL: Attack, Special Move, Flame Thrower | CATCH: YES | RELEASE: Flare | ITEM STEAL: Blastshot | ITEM DROP: Dragon Fang | WEAKNESS: - | RESISTANCE/ABSORB: - / Fire, Wind | ITEM STEAL: Blastshot | ITEM DROP: Dragon Fang |
| ITEM STEAL: Blastshot | ITEM DROP: Dragon Fang | WEAKNESS: - | RESISTANCE/ABSORB: - / Fire, Wind | ITEM STEAL: Blastshot | ITEM DROP: Dragon Fang | WEAKNESS: - | RESISTANCE/ABSORB: - / Fire, Wind | ITEM STEAL: Blastshot |
| WEAKNESS: - | RESISTANCE/ABSORB: - / Fire, Wind | ITEM STEAL: Blastshot | ITEM DROP: Dragon Fang | WEAKNESS: - | RESISTANCE/ABSORB: - / Fire, Wind | ITEM STEAL: Blastshot | ITEM DROP: Dragon Fang | WEAKNESS: - |

| Crystal | | | | | | | NO.279 / PG. 68 | |
|--------------------|---|--------------------|---|--------------------|---|---|---|--------------------|
| | LV: 77 | HP: 7,777 | STR: 40 | DEF: 10 | MD: 20 | GIL: - | EXP: - | - |
| CONTROL: - | CATCH: - | RELEASE: - | ITEM STEAL: Elixir | ITEM DROP: Ash | WEAKNESS: - | RESISTANCE/ABSORB: Ice, Lightning, Poison, Holy / Water | ITEM STEAL: Elixir | ITEM DROP: Ash |
| ITEM STEAL: Elixir | ITEM DROP: Ash | WEAKNESS: - | RESISTANCE/ABSORB: Ice, Lightning, Poison, Holy / Water | ITEM STEAL: Elixir | ITEM DROP: Ash | WEAKNESS: - | RESISTANCE/ABSORB: Ice, Lightning, Poison, Holy / Water | ITEM STEAL: Elixir |
| WEAKNESS: - | RESISTANCE/ABSORB: Ice, Lightning, Poison, Holy / Water | ITEM STEAL: Elixir | ITEM DROP: Ash | WEAKNESS: - | RESISTANCE/ABSORB: Ice, Lightning, Poison, Holy / Water | ITEM STEAL: Elixir | ITEM DROP: Ash | WEAKNESS: - |

| Corbett | | | | | | | NO.196 / PG. 49 | |
|-----------------------------|----------------------------------|---------------------|----------------------------------|----------------------|----------------------------------|----------------------------------|----------------------------------|----------------------|
| | LV: 29 | HP: 2,800 | STR: 40 | DEF: - | MD: 25 | GIL: 1,000 | EXP: - | - |
| CONTROL: Attack, Tail Screw | CATCH: YES | RELEASE: Tail Screw | ITEM STEAL: Trident | ITEM DROP: Hi-Potion | WEAKNESS: Lightning | RESISTANCE/ABSORB: Earth / Water | ITEM STEAL: Trident | ITEM DROP: Hi-Potion |
| ITEM STEAL: Trident | ITEM DROP: Hi-Potion | WEAKNESS: Lightning | RESISTANCE/ABSORB: Earth / Water | ITEM STEAL: Trident | ITEM DROP: Hi-Potion | WEAKNESS: Lightning | RESISTANCE/ABSORB: Earth / Water | ITEM STEAL: Trident |
| WEAKNESS: Lightning | RESISTANCE/ABSORB: Earth / Water | ITEM STEAL: Trident | ITEM DROP: Hi-Potion | WEAKNESS: Lightning | RESISTANCE/ABSORB: Earth / Water | ITEM STEAL: Trident | ITEM DROP: Hi-Potion | WEAKNESS: Lightning |

| Crystelle | | | | | | | NO.226 / PG. 91 | |
|--|---------------------------------------|-----------------------------------|---------------------------------------|-----------------------------------|---------------------------------------|---------------------------------------|---------------------------------------|-----------------------------------|
| | LV: 52 | HP: 3 | STR: 100 | DEF: 50 | MD: - | GIL: 2,000 | EXP: - | - |
| CONTROL: Attack, Protect, Shell, Float | CATCH: YES | RELEASE: Mighty Guard | ITEM STEAL: Ether, Crystal Shield | ITEM DROP: Crystal Helm | WEAKNESS: - | RESISTANCE/ABSORB: - / All attributes | ITEM STEAL: Ether, Crystal Shield | ITEM DROP: Crystal Helm |
| ITEM STEAL: Ether, Crystal Shield | ITEM DROP: Crystal Helm | WEAKNESS: - | RESISTANCE/ABSORB: - / All attributes | ITEM STEAL: Ether, Crystal Shield | ITEM DROP: Crystal Helm | WEAKNESS: - | RESISTANCE/ABSORB: - / All attributes | ITEM STEAL: Ether, Crystal Shield |
| WEAKNESS: - | RESISTANCE/ABSORB: - / All attributes | ITEM STEAL: Ether, Crystal Shield | ITEM DROP: Crystal Helm | WEAKNESS: - | RESISTANCE/ABSORB: - / All attributes | ITEM STEAL: Ether, Crystal Shield | ITEM DROP: Crystal Helm | WEAKNESS: - |

| Cray Claw | | | | | | | MAGIC BEAST NO.257 / PG. 51 | |
|-------------------------|------------------------------|-------------------------|------------------------------|-------------------------|------------------------------|------------------------------|--------------------------------|-------------------------|
| | LV: 43 | HP: 2,000 | STR: 37 | DEF: 25 | MD: 25 | GIL: - | EXP: - | - |
| CONTROL: - | CATCH: - | RELEASE: - | ITEM STEAL: Coral Sword | ITEM DROP: Frost Bow | WEAKNESS: Lightning | RESISTANCE/ABSORB: - / Water | ITEM STEAL: Coral Sword | ITEM DROP: Frost Bow |
| ITEM STEAL: Coral Sword | ITEM DROP: Frost Bow | WEAKNESS: Lightning | RESISTANCE/ABSORB: - / Water | ITEM STEAL: Coral Sword | ITEM DROP: Frost Bow | WEAKNESS: Lightning | RESISTANCE/ABSORB: - / Water | ITEM STEAL: Coral Sword |
| WEAKNESS: Lightning | RESISTANCE/ABSORB: - / Water | ITEM STEAL: Coral Sword | ITEM DROP: Frost Bow | WEAKNESS: Lightning | RESISTANCE/ABSORB: - / Water | ITEM STEAL: Coral Sword | ITEM DROP: Frost Bow | WEAKNESS: Lightning |

| Cur Nakk | | | | | | | MAGIC BEAST NO.043 / PG. 44 | |
|-------------------------------------|--------------------------|----------------------------|--------------------------|--------------------|--------------------------|--------------------------|--------------------------------|--------------------|
| | LV: 19 | HP: 140 | STR: 20 | DEF: - | MD: - | GIL: 141 | EXP: 140 | - |
| CONTROL: Attack, Special Move, Flee | CATCH: YES | RELEASE: Attack (Critical) | ITEM STEAL: Potion | ITEM DROP: - | WEAKNESS: - | RESISTANCE/ABSORB: - / - | ITEM STEAL: Potion | ITEM DROP: - |
| ITEM STEAL: Potion | ITEM DROP: - | WEAKNESS: - | RESISTANCE/ABSORB: - / - | ITEM STEAL: Potion | ITEM DROP: - | WEAKNESS: - | RESISTANCE/ABSORB: - / - | ITEM STEAL: Potion |
| WEAKNESS: - | RESISTANCE/ABSORB: - / - | ITEM STEAL: Potion | ITEM DROP: - | WEAKNESS: - | RESISTANCE/ABSORB: - / - | ITEM STEAL: Potion | ITEM DROP: - | WEAKNESS: - |

| | |
|---|--|
|  <h3>Cure Beast</h3> <p>NO.115 / PG. 66</p> <p>LV: 34 HP: 1,000 STR: 42 DEF: - MD: 5 GIL: 333 EXP: 620</p> <p>CONTROL: Attack, Curaga, Esuna, Dispel CATCH: YES RELEASE: Curaga</p> <p>ITEM STEAL: Hi-Potion ITEM DROP: Elixir</p> <p>WEAKNESS: -</p> <p>RESISTANCE/ABSORB: - / -</p> |  <h3>Dechirer</h3> <p>MAGIC BEAST NO.117 / PG. 66</p> <p>LV: 35 HP: 1,300 STR: 43 DEF: - MD: 5 GIL: 339 EXP: 660</p> <p>CONTROL: Attack, Vampire CATCH: YES RELEASE: Level 3 Flare</p> <p>ITEM STEAL: Hi-Potion ITEM DROP: Holy Water</p> <p>WEAKNESS: -</p> <p>RESISTANCE/ABSORB: - / Lightning</p> |
|  <h3>Cursed Being</h3> <p>NO.097 / PG. 57</p> <p>LV: 31 HP: 1,380 STR: 41 DEF: 5 MD: - GIL: 288 EXP: 900</p> <p>CONTROL: Attack, Hastega, Slowga CATCH: YES RELEASE: Magic Hammer</p> <p>ITEM STEAL: Maiden's Kiss ITEM DROP: Hero Cocktail</p> <p>WEAKNESS: Lightning</p> <p>RESISTANCE/ABSORB: - / -</p> |  <h3>Defeater</h3> <p>NO.039 / PG. 42</p> <p>LV: 18 HP: 260 STR: 22 DEF: - MD: - GIL: 129 EXP: 150</p> <p>CONTROL: Attack, Gamma Ray, Aero CATCH: YES RELEASE: Electrocute</p> <p>ITEM STEAL: Potion ITEM DROP: Speed Shake</p> <p>WEAKNESS: Ice</p> <p>RESISTANCE/ABSORB: Earth / -</p> |
|  <h3>The Damned</h3> <p>UNDEAD / MAGIC BEAST NO.151 / PG. 74</p> <p>LV: 44 HP: 1,980 STR: 65 DEF: 10 MD: 5 GIL: 471 EXP: 1,200</p> <p>CONTROL: Attack, Doom, Off-Guard CATCH: YES RELEASE: Doom</p> <p>ITEM STEAL: Holy Water ITEM DROP: Holy Water</p> <p>WEAKNESS: -</p> <p>RESISTANCE/ABSORB: - / Poison</p> |  <h3>Desert Killer</h3> <p>UNDEAD / DESERT NO.060 / PG. 50</p> <p>LV: 23 HP: 620 STR: 34 DEF: - MD: 5 GIL: 192 EXP: 300</p> <p>CONTROL: Attack, Quicksand CATCH: YES RELEASE: Quicksand</p> <p>ITEM STEAL: - ITEM DROP: Antidote</p> <p>WEAKNESS: Water</p> <p>RESISTANCE/ABSORB: - / -</p> |
|  <h3>Dark Aspic</h3> <p>NO.113 / PG. 65</p> <p>LV: 40 HP: 900 STR: 47 DEF: 30 MD: 20 GIL: 417 EXP: 800</p> <p>CONTROL: Attack, Slimer, Vampire CATCH: YES RELEASE: Vampire</p> <p>ITEM STEAL: Potion ITEM DROP: Potion</p> <p>WEAKNESS: Fire</p> <p>RESISTANCE/ABSORB: - / -</p> |  <h3>Desertpede</h3> <p>DESERT NO.141 / PG. 74</p> <p>LV: 40 HP: 2,150 STR: 59 DEF: 10 MD: 5 GIL: 426 EXP: 900</p> <p>CONTROL: Attack, Quicksand CATCH: YES RELEASE: Quicksand</p> <p>ITEM STEAL: Potion, Antidote ITEM DROP: Dark Matter</p> <p>WEAKNESS: Ice</p> <p>RESISTANCE/ABSORB: - / -</p> |
|  <h3>Dark Elemental</h3> <p>NO.233 / PG. 93</p> <p>LV: 74 HP: 5,500 STR: 80 DEF: 70 MD: - GIL: 757 EXP: 7,000</p> <p>CONTROL: Attack, Firaga, White Wind CATCH: YES RELEASE: Firaga</p> <p>ITEM STEAL: Buckshot ITEM DROP: Blastshot</p> <p>WEAKNESS: Fire</p> <p>RESISTANCE/ABSORB: - / Ice, Lightning</p> |  <h3>Devil Crab</h3> <p>NO.003 / PG. 33</p> <p>LV: 3 HP: 16 STR: 4 DEF: 3 MD: 5 GIL: 20 EXP: 7</p> <p>CONTROL: Attack, Special Move CATCH: YES RELEASE: Attack (Critical)</p> <p>ITEM STEAL: Potion ITEM DROP: -</p> <p>WEAKNESS: Ice</p> <p>RESISTANCE/ABSORB: - / -</p> |
|  <h3>Dark Elemental</h3> <p>NO.234 / PG. 93</p> <p>LV: 74 HP: 5,500 STR: 80 DEF: 70 MD: - GIL: 757 EXP: 7,000</p> <p>CONTROL: Attack, Blizzaga, White Wind CATCH: YES RELEASE: Blizzaga</p> <p>ITEM STEAL: Hi-Potion ITEM DROP: Hi-Potion</p> <p>WEAKNESS: Ice</p> <p>RESISTANCE/ABSORB: - / Fire, Lightning</p> |  <h3>Devilfish</h3> <p>MAGIC BEAST NO.073 / PG. 54</p> <p>LV: 26 HP: 600 STR: 37 DEF: - MD: 5 GIL: 222 EXP: 330</p> <p>CONTROL: Attack, Transfusion CATCH: YES RELEASE: Transfusion</p> <p>ITEM STEAL: Ether ITEM DROP: -</p> <p>WEAKNESS: Lightning</p> <p>RESISTANCE/ABSORB: - / Water</p> |
|  <h3>Dark Elemental</h3> <p>NO.235 / PG. 93</p> <p>LV: 74 HP: 5,500 STR: 80 DEF: 70 MD: - GIL: 757 EXP: 7,000</p> <p>CONTROL: Attack, Thundaga, White Wind CATCH: YES RELEASE: Thundaga</p> <p>ITEM STEAL: Ether ITEM DROP: Ether</p> <p>WEAKNESS: Lightning</p> <p>RESISTANCE/ABSORB: - / Fire, Ice</p> |  <h3>Devourer</h3> <p>NO.083 / PG. 54</p> <p>LV: 28 HP: 1,000 STR: 37 DEF: - MD: 5 GIL: 246 EXP: 385</p> <p>CONTROL: Attack, Special Move CATCH: YES RELEASE: Attack (Critical)</p> <p>ITEM STEAL: Hi-Potion ITEM DROP: -</p> <p>WEAKNESS: -</p> <p>RESISTANCE/ABSORB: - / Lightning</p> |
|  <h3>Death Claw</h3> <p>NO.217 / PG. 90</p> <p>LV: 51 HP: 4,000 STR: 70 DEF: 29 MD: - GIL: 600 EXP: 1,700</p> <p>CONTROL: - CATCH: - RELEASE: -</p> <p>ITEM STEAL: Hero Cocktail, Thor Hammer ITEM DROP: Gold Needle</p> <p>WEAKNESS: Water</p> <p>RESISTANCE/ABSORB: - / -</p> |  <h3>Dhorme Chimera</h3> <p>MAGIC BEAST NO.058 / PG. 50</p> <p>LV: 23 HP: 1,000 STR: 50 DEF: 20 MD: 20 GIL: 186 EXP: 1,000</p> <p>CONTROL: Attack, Aqua Breath CATCH: YES RELEASE: Aqua Breath</p> <p>ITEM STEAL: Trident ITEM DROP: Phoenix Down</p> <p>WEAKNESS: -</p> <p>RESISTANCE/ABSORB: - / Water</p> |
|  <h3>Death Dealer</h3> <p>HUMANOID NO.206 / PG. 88</p> <p>LV: 63 HP: 3,000 STR: 75 DEF: 10 MD: - GIL: 567 EXP: 1,400</p> <p>CONTROL: Attack, Arise, Stop CATCH: YES RELEASE: Doom</p> <p>ITEM STEAL: Holy Water, Sage's Miter ITEM DROP: Phoenix Down</p> <p>WEAKNESS: -</p> <p>RESISTANCE/ABSORB: - / -</p> |  <h3>Dinozombie</h3> <p>UNDEAD / DRAGON NO.239 / PG. 93</p> <p>LV: 94 HP: 20,000 STR: 150 DEF: 20 MD: 20 GIL: 5,000 EXP: 30,000</p> <p>CONTROL: Attack, Bone, Poison Breath CATCH: YES RELEASE: Bone</p> <p>ITEM STEAL: Antidote ITEM DROP: Dragon Fang</p> <p>WEAKNESS: Holy</p> <p>RESISTANCE/ABSORB: - / Poison</p> |

| Doublizard | | | | | | |
|-------------------------------|------------|----------------------------|---------|-------|----------|----------|
| LV: 21 | HP: 700 | STR: 29 | DEF: 20 | MD: 5 | GIL: 165 | EXP: 260 |
| CONTROL: Attack, Special Move | CATCH: YES | RELEASE: Attack (Critical) | | | | |
| ITEM STEAL: - | | ITEM DROP: Potion | | | | |
| WEAKNESS: Ice | | | | | | |
| RESISTANCE/ABSORB: - / - | | | | | | |

| Dragon Aevis | | | | | | |
|--|------------|------------------------|---------|--------|----------|------------|
| LV: 49 | HP: 7,000 | STR: 100 | DEF: 15 | MD: 15 | GIL: 618 | EXP: 2,020 |
| CONTROL: Attack, Breath Wing, Lightning, Frost | CATCH: YES | RELEASE: Breath Wing | | | | |
| ITEM STEAL: Trident, Artemis Bow | | ITEM DROP: Dragon Fang | | | | |
| WEAKNESS: Water | | | | | | |
| RESISTANCE/ABSORB: - / - | | | | | | |

| Dragon Flower | | | | | | |
|--------------------------|----------|-------------------------|--------|--------|--------|--------|
| LV: 31 | HP: 100 | STR: 5 | DEF: - | MD: 50 | GIL: - | EXP: - |
| CONTROL: - | CATCH: - | RELEASE: - | | | | |
| ITEM STEAL: - | | ITEM DROP: Phoenix Down | | | | |
| WEAKNESS: - | | | | | | |
| RESISTANCE/ABSORB: - / - | | | | | | |

| Dragon Pod | | | | | | |
|--------------------------|------------|-------------------|--------|--------|--------|--------|
| LV: 33 | HP: 12,000 | STR: 40 | DEF: - | MD: 40 | GIL: - | EXP: - |
| CONTROL: - | CATCH: - | RELEASE: - | | | | |
| ITEM STEAL: - | | ITEM DROP: Elixir | | | | |
| WEAKNESS: - | | | | | | |
| RESISTANCE/ABSORB: - / - | | | | | | |

| Drippy | | | | | | |
|--|------------|-----------------|--------|-------|----------|-----------------------------|
| LV: 32 | HP: 900 | STR: 35 | DEF: 5 | MD: 5 | GIL: 294 | HUMANOID NO.100 / PG. 58 |
| CONTROL: Attack, Return, Magic Hammer | CATCH: YES | RELEASE: Mute | | | | |
| ITEM STEAL: Mythril Hammer, Sage's Spurcie | | ITEM DROP: Tent | | | | |
| WEAKNESS: Poison | | | | | | |
| RESISTANCE/ABSORB: - / - | | | | | | |

| Druid | | | | | | |
|---------------------------------------|------------|-------------------------|---------|-------|----------|-----------------------------|
| LV: 44 | HP: 2,200 | STR: 60 | DEF: 10 | MD: 5 | GIL: 501 | HUMANOID NO.176 / PG. 69 |
| CONTROL: Attack, Encircle, Dark Spark | CATCH: YES | RELEASE: Encircle | | | | |
| ITEM STEAL: Potion, Angel Ring | | ITEM DROP: Phoenix Down | | | | |
| WEAKNESS: - | | | | | | |
| RESISTANCE/ABSORB: - / - | | | | | | |

| Dueling Knight | | | | | | |
|---------------------------------------|------------|----------------------------|--------|-------|----------|-----------------------------|
| LV: 44 | HP: 2,140 | STR: 78 | DEF: 5 | MD: - | GIL: 489 | HUMANOID NO.237 / PG. 78 |
| CONTROL: Attack, Special Move | CATCH: YES | RELEASE: Attack (Critical) | | | | |
| ITEM STEAL: Power Drink, Flame Shield | | ITEM DROP: Power Drink | | | | |
| WEAKNESS: - | | | | | | |
| RESISTANCE/ABSORB: - / - | | | | | | |

| Duelist | | | | | | |
|-------------------------------|------------|--------------------|---------|-------|----------|-----------------------------|
| LV: 73 | HP: 15,000 | STR: 100 | DEF: 30 | MD: - | GIL: 838 | HUMANOID NO.237 / PG. 93 |
| CONTROL: Attack, Special Move | CATCH: YES | RELEASE: Attack | | | | |
| ITEM STEAL: Tent | | ITEM DROP: Cottage | | | | |
| WEAKNESS: - | | | | | | |
| RESISTANCE/ABSORB: - / - | | | | | | |

| Elf Toad | | | | | | |
|--|------------|------------------------|--------|-------|---------|-----------------------------|
| LV: 13 | HP: 160 | STR: 15 | DEF: - | MD: 5 | GIL: 81 | HUMANOID NO.050 / PG. 48 |
| CONTROL: Attack, Special Move, Pond's Chorus | CATCH: YES | RELEASE: Pond's Chorus | | | | |
| ITEM STEAL: - | | ITEM DROP: Potion | | | | |
| WEAKNESS: Ice | | | | | | |
| RESISTANCE/ABSORB: - / - | | | | | | |

| Elm Gigas | | | | | | |
|--|------------|--------------------------|--------|--------|----------|-----------------------------|
| LV: 39 | HP: 4,170 | STR: 62 | DEF: 5 | MD: 30 | GIL: 411 | HUMANOID NO.140 / PG. 74 |
| CONTROL: Attack, Special Move, Hurricane, Aeroga | CATCH: YES | RELEASE: Hurricane | | | | |
| ITEM STEAL: Hero Cocktail | | ITEM DROP: Goliath Tonic | | | | |
| WEAKNESS: - | | | | | | |
| RESISTANCE/ABSORB: Earth / Wind | | | | | | |

| Enchanted Fan | | | | | | |
|-----------------------------------|------------|---------------------|--------|-------|----------|-----------------------------|
| LV: 24 | HP: 1,000 | STR: 35 | DEF: 2 | MD: - | GIL: 207 | HUMANOID NO.065 / PG. 52 |
| CONTROL: Attack, Aera, White Wind | CATCH: YES | RELEASE: Ice Storm | | | | |
| ITEM STEAL: Potion, Elixir | | ITEM DROP: Dark Bow | | | | |
| WEAKNESS: - | | | | | | |
| RESISTANCE/ABSORB: - / Wind | | | | | | |

| Enkidu | | | | | | |
|------------------------------|-----------|--------------|--------|-------|--------|-----------------------------|
| LV: 29 | HP: 4,000 | STR: 50 | DEF: - | MD: - | GIL: - | HUMANOID NO.275 / PG. 61 |
| CONTROL: Attack, Hurricane | CATCH: - | RELEASE: - | | | | |
| ITEM STEAL: Green Beret | | ITEM DROP: - | | | | |
| WEAKNESS: - | | | | | | |
| RESISTANCE/ABSORB: Earth / - | | | | | | |

| Enuo | | | | | | |
|----------------------|----------|--------------|--------|-------|--------|-----------------------------|
| LV: ? | HP: ? | STR: ? | DEF: ? | MD: ? | GIL: ? | HUMANOID NO.323 / PG. 93 |
| CONTROL: ? | CATCH: ? | RELEASE: ? | | | | |
| ITEM STEAL: ? | | ITEM DROP: ? | | | | |
| WEAKNESS: ? | | | | | | |
| RESISTANCE/ABSORB: ? | | | | | | |

| Exdeath | | | | | | |
|------------------------------------|------------|--------------|---------|--------|--------|-----------------------------|
| LV: 66 | HP: 32,768 | STR: 58 | DEF: 25 | MD: 25 | GIL: - | HUMANOID NO.285 / PG. 73 |
| CONTROL: - | CATCH: - | RELEASE: - | | | | |
| ITEM STEAL: Elixir, Judgment Staff | | ITEM DROP: - | | | | |
| WEAKNESS: Holy | | | | | | |
| RESISTANCE/ABSORB: Poison / - | | | | | | |

| Exdeath's Soul | | | | | | |
|------------------------------|------------|------------------------|---------|--------|--------|--------------------------------------|
| LV: 1 | HP: 20,000 | STR: 77 | DEF: 40 | MD: 45 | GIL: - | UNDEAD / HUMANOID NO.087 / PG. 55 |
| CONTROL: - | CATCH: - | RELEASE: - | | | | |
| ITEM STEAL: - | | ITEM DROP: Dark Matter | | | | |
| WEAKNESS: Holy | | | | | | |
| RESISTANCE/ABSORB: Earth / - | | | | | | |

| Executor | | | | | | |
|--|------------|---------------------------|---------|-------|----------|-----------------------------|
| LV: 42 | HP: 2,000 | STR: 52 | DEF: 10 | MD: 5 | GIL: 462 | HUMANOID NO.157 / PG. 76 |
| CONTROL: Attack, Level 2 Old, Level 3 Flare, Level 4 Graviga | CATCH: YES | RELEASE: Level 5 Death | | | | |
| ITEM STEAL: Ether | | ITEM DROP: Diamond Armlet | | | | |
| WEAKNESS: - | | | | | | |
| RESISTANCE/ABSORB: - / - | | | | | | |

| Exoray | | | | | | |
|-------------------------------|------------|----------------------|--------|--------|----------|-----------------------------|
| LV: 72 | HP: 6,000 | STR: 50 | DEF: - | MD: 40 | GIL: 724 | HUMANOID NO.236 / PG. 93 |
| CONTROL: Attack, Special Move | CATCH: YES | RELEASE: Fira | | | | |
| ITEM STEAL: Hi-Potion | | ITEM DROP: Hi-Potion | | | | |
| WEAKNESS: Fire | | | | | | |
| RESISTANCE/ABSORB: - / - | | | | | | |

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| Fairy Orc LV: 28 HP: 1,000 STR: 36 DEF: - MD: 5 GIL: 243 EXP: 385 CONTROL: Attack, Cura, Esuna ITEM STEAL: Holy Water, Potion WEAKNESS: - RESISTANCE/ABSORB: Earth / Holy | Galajelly LV: 34 HP: 75 STR: 45 DEF: 20 MD: - GIL: 348 EXP: 750 CONTROL: Attack, Rainbow Wind, Aera ITEM STEAL: Eye Drops WEAKNESS: - RESISTANCE/ABSORB: - / Fire, Ice, Lightning, Poison, Holy, Earth, Water |
| Famed Mimic Gogo LV: 77 HP: 47,714 STR: 120 DEF: 30 MD: 20 GIL: - EXP: - CONTROL: - ITEM STEAL: Leather Armor, Gold Hairpin WEAKNESS: - RESISTANCE/ABSORB: Water / - | Gargoyle LV: 33 HP: 5,000 STR: 58 DEF: 13 MD: 12 GIL: - EXP: - CONTROL: - ITEM STEAL: Potion, Phoenix Down WEAKNESS: - RESISTANCE/ABSORB: - / Holy |
| Farfarello LV: 48 HP: 2,580 STR: 90 DEF: 15 MD: - GIL: 606 EXP: 1,390 CONTROL: Attack, Osmose, Drain, Poisons ITEM STEAL: Speed Shake, Lilith Rod WEAKNESS: Poison RESISTANCE/ABSORB: - / - | Garula LV: 9 HP: 500 STR: 12 DEF: 5 MD: 5 GIL: - EXP: - CONTROL: - ITEM STEAL: Maiden's Kiss WEAKNESS: Fire, Ice, Lightning, Poison, Holy, Earth, Wind, Water RESISTANCE/ABSORB: - / - |
| Flaremancer LV: 44 HP: 3,000 STR: 89 DEF: 35 MD: - GIL: 486 EXP: 1,100 CONTROL: Attack, Flaga, Blizzaga, Thundaga ITEM STEAL: Elixir, Blitz Whip WEAKNESS: - RESISTANCE/ABSORB: - / - | Garula LV: 3 HP: 1,200 STR: 15 DEF: 7 MD: 4 GIL: - EXP: - CONTROL: - ITEM STEAL: Potion, Hi-Potion WEAKNESS: - RESISTANCE/ABSORB: - / - |
| Flying Killer LV: 26 HP: 300 STR: 40 DEF: - MD: - GIL: 200 EXP: 300 CONTROL: Attack, Special Move ITEM STEAL: - WEAKNESS: - RESISTANCE/ABSORB: Earth / - | Gatling LV: 7 HP: 80 STR: 9 DEF: - MD: 5 GIL: 42 EXP: 30 CONTROL: Attack, Needle ITEM STEAL: Gold Needle WEAKNESS: - RESISTANCE/ABSORB: - / - |
| Forza LV: 8 HP: 850 STR: 14 DEF: 3 MD: 5 GIL: - EXP: - CONTROL: - ITEM STEAL: - WEAKNESS: - RESISTANCE/ABSORB: - / - | Gel Fish LV: 28 HP: 1,000 STR: - DEF: - MD: - GIL: 540 EXP: - CONTROL: Attack, Slimer, ??? ITEM STEAL: Potion WEAKNESS: Lightning RESISTANCE/ABSORB: - / Water |
| Frost Bull LV: 45 HP: 2,300 STR: 77 DEF: 10 MD: 5 GIL: 510 EXP: 1,200 CONTROL: Attack, Ice Storm, Frost ITEM STEAL: Hi-Potion WEAKNESS: Fire RESISTANCE/ABSORB: - / Ice | Ghidra LV: 26 HP: 3,000 STR: 42 DEF: 20 MD: 5 GIL: 219 EXP: 3,108 CONTROL: - ITEM STEAL: Killer Bow WEAKNESS: - RESISTANCE/ABSORB: - / Ice, Lightning, Poison, Earth, Wind, Water |
| Fury LV: 50 HP: 5,000 STR: 80 DEF: 20 MD: - GIL: 630 EXP: 2,250 CONTROL: Attack, Flare, Holy, Graviga ITEM STEAL: Reflect Ring, Cursed Ring WEAKNESS: Water RESISTANCE/ABSORB: - / - | Gigas LV: 19 HP: 760 STR: 28 DEF: - MD: - GIL: 144 EXP: 350 CONTROL: Attack, Aera ITEM STEAL: Elixir WEAKNESS: - RESISTANCE/ABSORB: - / Wind |
| Gaelicat LV: 12 HP: 100 STR: 12 DEF: - MD: - GIL: 72 EXP: 55 CONTROL: Attack, Special Move, Float ITEM STEAL: Potion WEAKNESS: - RESISTANCE/ABSORB: Earth / - | Gil Turtle LV: 57 HP: 32,768 STR: 115 DEF: 40 MD: 50 GIL: 5,000 EXP: - CONTROL: - ITEM STEAL: Potion, Hi-Potion WEAKNESS: Ice RESISTANCE/ABSORB: Holy / Fire, Lightning, Poison, Earth, Wind, Water |

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|  Gilgamesh LV: 26 HP: 11,500 STR: 40 DEF: - MD: - GIL: - EXP: - CONTROL: - CATCH: - RELEASE: - ITEM STEAL: - ITEM DROP: Elixir WEAKNESS: - RESISTANCE/ABSORB: - / - | HUMANOID NO.267 / PG. 54 |
|  Golem LV: 3 HP: 2,500 STR: 40 DEF: - MD: - GIL: - EXP: - CONTROL: - CATCH: - RELEASE: - ITEM STEAL: Gold Needle ITEM DROP: Golem WEAKNESS: - RESISTANCE/ABSORB: - / - | NO.271 / PG. 59 |
|  Gilgamesh LV: 28 HP: 6,500 STR: 49 DEF: 14 MD: 10 GIL: - EXP: - CONTROL: - CATCH: - RELEASE: - ITEM STEAL: Hero Cocktail, Trident ITEM DROP: Wizard's Hat WEAKNESS: - RESISTANCE/ABSORB: - / - | HUMANOID NO.268 / PG. 54 |
|  Gorgimera LV: 51 HP: 10,000 STR: 100 DEF: 15 MD: - GIL: 900 EXP: - CONTROL: Attack, Frost, Blaze, Lightning CATCH: YES RELEASE: Tidal Wave ITEM STEAL: Hi-Potion, Aegis Shield ITEM DROP: Circle WEAKNESS: Water RESISTANCE/ABSORB: - / - | NO.224 / PG. 91 |
|  Grand Aevis LV: 31 HP: 8,888 STR: 50 DEF: 10 MD: 10 GIL: - EXP: - CONTROL: - CATCH: - RELEASE: - ITEM STEAL: Genji Gloves ITEM DROP: Golden Shield WEAKNESS: - RESISTANCE/ABSORB: - / - | AEVIS NO.315 / PG. 93 |
|  Grand Mummy LV: 0 HP: 6,000 STR: 55 DEF: 30 MD: 10 GIL: - EXP: - CONTROL: - CATCH: - RELEASE: - ITEM STEAL: Cottage ITEM DROP: Fairy Bow WEAKNESS: - RESISTANCE/ABSORB: - / Fire, Ice, Lightning, Wind | UNDEAD / HUMANOID NO.152 / PG. 74 |
|  Grass Tortoise LV: 15 HP: 250 STR: 20 DEF: 11 MD: 4 GIL: 100 EXP: 230 CONTROL: Attack, Special Move CATCH: YES RELEASE: Attack (Critical) ITEM STEAL: Turtle Shell ITEM DROP: Turtle Shell WEAKNESS: Ice RESISTANCE/ABSORB: - / - | NO.034 / PG. 42 |
|  Gravitor LV: 34 HP: 1,800 STR: 38 DEF: 20 MD: 10 GIL: 327 EXP: 720 CONTROL: Attack, Gravity, Graviga CATCH: YES RELEASE: Graviga ITEM STEAL: Hi-Potion ITEM DROP: Gaia Gear WEAKNESS: - RESISTANCE/ABSORB: - / - | HUMANOID NO.111 / PG. 62 |
|  Great Dragon LV: 51 HP: 10,000 STR: 100 DEF: 20 MD: 20 GIL: 615 EXP: 1,900 CONTROL: Attack, Special Move, Fire CATCH: YES RELEASE: Attack (Critical) ITEM STEAL: Dragon Fang, Power Drink ITEM DROP: Dragon Fang WEAKNESS: Water RESISTANCE/ABSORB: - / - | NO.212 / PG. 88 |
|  Grenade LV: 47 HP: 3,000 STR: 75 DEF: 10 MD: - GIL: 558 EXP: 1,100 CONTROL: Attack, Self-Destruct CATCH: YES RELEASE: Self-Destruct ITEM STEAL: Hi-Potion, Flame Shield ITEM DROP: Hi-Potion WEAKNESS: - RESISTANCE/ABSORB: - / - | NO.204 / PG. 88 |
|  Guardian LV: 97 HP: 55,000 STR: 110 DEF: 40 MD: 10 GIL: - EXP: - CONTROL: - CATCH: - RELEASE: - ITEM STEAL: Blitzshot ITEM DROP: - WEAKNESS: - RESISTANCE/ABSORB: - / Lightning | NO.317 / PG. 93 |

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|  Hades LV: 97 HP: 33,333 STR: 120 DEF: 30 MD: 40 GIL: 15,000 EXP: 50,000 CONTROL: - CATCH: - RELEASE: - ITEM STEAL: Cursed Ring ITEM DROP: Bone Mail WEAKNESS: Holy RESISTANCE/ABSORB: - / Poison |  Imp UNDEAD NO.242 / PG. 93 LV: 36 HP: 2,000 STR: 90 DEF: 5 MD: 5 GIL: 354 EXP: 840 CONTROL: Attack, Confuse, Entice CATCH: YES RELEASE: Confuse ITEM STEAL: Potion ITEM DROP: Diamond Armlet WEAKNESS: - RESISTANCE/ABSORB: Holy / - |
|  Halicarnassus LV: 97 HP: 33,333 STR: 65 DEF: 10 MD: 20 GIL: - EXP: - CONTROL: - CATCH: - RELEASE: - ITEM STEAL: Staff of Light, Aegis Shield ITEM DROP: Elven Mantle WEAKNESS: - RESISTANCE/ABSORB: - / - |  Iron Claw MAGIC BEAST NO.252 / PG. 45 LV: 39 HP: 900 STR: 21 DEF: 20 MD: 10 GIL: 100 EXP: 40 CONTROL: Attack, Death Claw CATCH: - RELEASE: - ITEM STEAL: Hero Cocktail ITEM DROP: Silver Specs WEAKNESS: - RESISTANCE/ABSORB: - / - |
|  Headstone LV: 12 HP: 50 STR: 13 DEF: 8 MD: 5 GIL: 78 EXP: 55 CONTROL: Attack, Special Move, Flash CATCH: YES RELEASE: Flash ITEM STEAL: Silver Specs, Hi-Potion ITEM DROP: - WEAKNESS: Lightning RESISTANCE/ABSORB: Fire, Ice, Poison, Earth, Wind, Water / - |  Iron Fist HUMANOID NO.131 / PG. 70 LV: 38 HP: 3,300 STR: 63 DEF: 15 MD: 15 GIL: 384 EXP: 1,300 CONTROL: Attack, Dancehall Daze CATCH: YES RELEASE: Attack (Critical) ITEM STEAL: Potion, Beast Killer ITEM DROP: Hero Cocktail WEAKNESS: Fire, Ice, Lightning RESISTANCE/ABSORB: - / - |
|  Hedgehog LV: 37 HP: 1,000 STR: 54 DEF: 25 MD: 5 GIL: 402 EXP: 850 CONTROL: Attack, Needle, 1000 Needles CATCH: YES RELEASE: 1000 Needles ITEM STEAL: Gold Needle ITEM DROP: Gold Needle WEAKNESS: - RESISTANCE/ABSORB: - / - |  Iron Giant MAGIC BEAST NO.137 / PG. 78 LV: 61 HP: 18,000 STR: 100 DEF: 50 MD: - GIL: 597 EXP: 10,000 CONTROL: - CATCH: - RELEASE: - ITEM STEAL: Iron Helm, Iron Armor ITEM DROP: Goliath Tonic WEAKNESS: Water RESISTANCE/ABSORB: - / - |
|  Hellraiser LV: 34 HP: 1,050 STR: 49 DEF: 5 MD: 5 GIL: 366 EXP: 750 CONTROL: Attack, White Wind, Panacea, Arise CATCH: YES RELEASE: White Wind ITEM STEAL: Potion, Hi-Potion ITEM DROP: Phoenix Down WEAKNESS: - RESISTANCE/ABSORB: - / - |  Iron Muscles HUMANOID NO.166 / PG. 78 LV: 44 HP: 2,140 STR: 80 DEF: 25 MD: - GIL: 492 EXP: 1,200 CONTROL: Attack, Special Move CATCH: YES RELEASE: Earth Shaker ITEM STEAL: Goliath Tonic ITEM DROP: Goliath Tonic WEAKNESS: - RESISTANCE/ABSORB: - / - |
|  Hydra LV: 25 HP: 2,000 STR: 38 DEF: 10 MD: 5 GIL: 216 EXP: 1,800 CONTROL: Attack, Earthquake, Poison Breath CATCH: YES RELEASE: Lightning ITEM STEAL: Ether, Hi-Potion ITEM DROP: Dragon Fang WEAKNESS: - RESISTANCE/ABSORB: - / Lightning |  Ironback MAGIC BEAST NO.177 / PG. 69 LV: 44 HP: 2,200 STR: 70 DEF: 50 MD: 15 GIL: 504 EXP: 1,200 CONTROL: Attack, Special Move CATCH: YES RELEASE: Attack (Critical) ITEM STEAL: Potion ITEM DROP: Tent WEAKNESS: Ice RESISTANCE/ABSORB: - / - |
|  Ice Commander LV: 4 HP: 600 STR: 21 DEF: - MD: - GIL: - EXP: - CONTROL: - CATCH: - RELEASE: - ITEM STEAL: Mythril Sword ITEM DROP: Long Sword WEAKNESS: Fire RESISTANCE/ABSORB: - / Ice |  Ironclad HUMANOID NO.241 / PG. 93 LV: 91 HP: 22,000 STR: 140 DEF: 60 MD: - GIL: 1,000 EXP: 40,000 CONTROL: - CATCH: - RELEASE: - ITEM STEAL: Earthbreaker ITEM DROP: Diamond Helm WEAKNESS: - RESISTANCE/ABSORB: - / - |
|  Ice Soldier LV: 13 HP: 160 STR: 17 DEF: - MD: 5 GIL: 84 EXP: 65 CONTROL: Attack, Special Move, Fira CATCH: YES RELEASE: Blizzara ITEM STEAL: Mythril Sword, Potion ITEM DROP: Long Sword WEAKNESS: Fire RESISTANCE/ABSORB: - / Ice |  Istory Lythos MAGIC BEAST / DRAGON NO.174 / PG. 82 LV: 45 HP: 2,300 STR: 85 DEF: 30 MD: 30 GIL: 513 EXP: 2,000 CONTROL: Attack, Comet, Blaze CATCH: YES RELEASE: Atomic Ray ITEM STEAL: Antidote, Judgment Staff ITEM DROP: Dragon Fang WEAKNESS: - RESISTANCE/ABSORB: - / - |
|  Ifrit LV: 22 HP: 3,000 STR: 29 DEF: 10 MD: 20 GIL: - EXP: - CONTROL: - CATCH: - RELEASE: - ITEM STEAL: Phoenix Down ITEM DROP: Flame Scroll WEAKNESS: Ice, Water RESISTANCE/ABSORB: Poison / Fire |  Jackanapes MAGIC BEAST / DRAGON NO.030 / PG. 38 LV: 20 HP: 666 STR: 50 DEF: 50 MD: 50 GIL: 1 EXP: - CONTROL: Attack, Confuse, Drain CATCH: YES RELEASE: Old ITEM STEAL: Iron Draft, Elixir ITEM DROP: Phoenix Down WEAKNESS: - RESISTANCE/ABSORB: - / Fire, Ice, Lightning, Poison, Holy, Earth, Wind |

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| Jura Aevis  LV: 61 HP: 15,000 STR: 65 DEF: 35 MD: 30 GIL: - EXP: - CONTROL: - CATCH: - RELEASE: - ITEM STEAL: Turtle Shell, Dragon Lance WEAKNESS: - RESISTANCE/ABSORB: Earth / Fire, Ice, Lightning, Wind | AEVIS NO.303 / PG. 90 LV: 48 HP: 22,000 STR: 100 DEF: 20 MD: 5 GIL: 576 EXP: 3,270 CONTROL: Attack, Critical, Special Move, Evil Eye CATCH: YES RELEASE: Maelstrom ITEM STEAL: Ancient Sword, Defender ITEM DROP: Elixir WEAKNESS: - RESISTANCE/ABSORB: - / Earth |
| Karlabos  LV: 5 HP: 650 STR: 10 DEF: - MD: 10 GIL: - EXP: - CONTROL: - CATCH: - RELEASE: - ITEM STEAL: Potion WEAKNESS: Lightning RESISTANCE/ABSORB: - / - | NO.244 / PG. 35 LV: 50 HP: 10,800 STR: 7 DEF: - MD: 10 GIL: - EXP: - CONTROL: - CATCH: - RELEASE: - ITEM STEAL: Ether WEAKNESS: - RESISTANCE/ABSORB: Poison, Wind, Water / - |
| Killer Bee  LV: 1 HP: 20 STR: 5 DEF: - MD: 5 GIL: 20 EXP: 15 CONTROL: Attack, Needle CATCH: YES RELEASE: Needle ITEM STEAL: Potion WEAKNESS: - RESISTANCE/ABSORB: Earth / - | NO.005 / PG. 41 LV: 50 HP: 10,800 STR: 7 DEF: - MD: 10 GIL: - EXP: - CONTROL: - CATCH: - RELEASE: - ITEM STEAL: Ether WEAKNESS: - RESISTANCE/ABSORB: Poison, Wind, Water / - |
| King Behemoth  LV: 82 HP: 18,000 STR: 95 DEF: 15 MD: - GIL: 1,000 EXP: - CONTROL: Attack, ??? CATCH: YES RELEASE: Giga Flare ITEM STEAL: Phoenix Down, Blood Sword WEAKNESS: Water RESISTANCE/ABSORB: - / - | NO.221 / PG. 91 LV: 97 HP: 20,000 STR: 110 DEF: 20 MD: 10 GIL: - EXP: - CONTROL: - CATCH: - RELEASE: - ITEM STEAL: Blastshot WEAKNESS: - RESISTANCE/ABSORB: - / Lightning |
| Kornago  LV: 31 HP: 1,000 STR: 38 DEF: - MD: 5 GIL: 285 EXP: 512 CONTROL: Attack, Pond's Chorus CATCH: YES RELEASE: Pond's Chorus ITEM STEAL: Potion WEAKNESS: Ice RESISTANCE/ABSORB: - / - | NO.096 / PG. 57 LV: 97 HP: 20,000 STR: 110 DEF: 20 MD: 10 GIL: - EXP: - CONTROL: - CATCH: - RELEASE: - ITEM STEAL: Blastshot WEAKNESS: - RESISTANCE/ABSORB: - / Lightning |
| Kuza Beast  LV: 28 HP: 5,000 STR: 45 DEF: 10 MD: - GIL: 1,000 EXP: 1,000 CONTROL: Attack, ??? CATCH: YES RELEASE: Attack (Critical) ITEM STEAL: - WEAKNESS: Wind RESISTANCE/ABSORB: - / - | MAGIC BEAST NO.085 / PG. 86 LV: 49 HP: 3,800 STR: 77 DEF: 30 MD: 10 GIL: 579 EXP: 1,500 CONTROL: Attack, Entice, 1000 Needles, Pond's Chorus CATCH: YES RELEASE: Entice ITEM STEAL: Reflect Ring, Ribbon WEAKNESS: - RESISTANCE/ABSORB: Earth / - |
| Lamia  LV: 24 HP: 900 STR: 35 DEF: - MD: 3 GIL: 210 EXP: 490 CONTROL: Attack, Confuse, 1000 Needles CATCH: YES RELEASE: 1000 Needles ITEM STEAL: Maiden's Kiss, Lamia's Tiara WEAKNESS: Ice RESISTANCE/ABSORB: - / Poison | MAGIC BEAST NO.066 / PG. 74 LV: 32 HP: 2,300 STR: 42 DEF: 30 MD: 15 GIL: 273 EXP: 888 CONTROL: Attack, Breath Wing CATCH: YES RELEASE: Breath Wing ITEM STEAL: Hi-Potion WEAKNESS: Fire RESISTANCE/ABSORB: Poison / - |
| Lamia Queen  LV: 40 HP: 2,100 STR: 54 DEF: 10 MD: 5 GIL: 435 EXP: 700 CONTROL: Attack, Entice, Dancehall Daze CATCH: YES RELEASE: Entice ITEM STEAL: Maiden's Kiss, Thornlet WEAKNESS: Ice RESISTANCE/ABSORB: - / - | UNDEAD / MAGIC BEAST / HUMANOID NO.143 / PG. 74 LV: 54 HP: 5,000 STR: 90 DEF: 20 MD: - GIL: 624 EXP: 1,520 CONTROL: Attack, Level 2 Old, Level 4 Graviga, Level 5 Death CATCH: YES RELEASE: Level 3 Flare ITEM STEAL: Potion, Ether WEAKNESS: - RESISTANCE/ABSORB: - / - |
| Land Turtle  LV: 34 HP: 1,300 STR: 42 DEF: 30 MD: 15 GIL: 336 EXP: 790 CONTROL: Attack, Special Move CATCH: YES RELEASE: Attack (Critical) ITEM STEAL: Potion WEAKNESS: Ice RESISTANCE/ABSORB: - / - | AEVIS NO.116 / PG. 60 LV: 34 HP: 1,300 STR: 41 DEF: 10 MD: 5 GIL: 324 EXP: 710 CONTROL: Attack, Level 2 Old, Level 5 Death CATCH: YES RELEASE: Level 4 Graviga ITEM STEAL: Potion WEAKNESS: Lightning RESISTANCE/ABSORB: - / - |

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| <p>Leviathan</p>  <p>DRAGON NO.296 / PG. 83</p> <p>LV: 37 HP: 40,000 STR: 85 DEF: 25 MD: 15 GIL: - EXP: -</p> <p>CONTROL: - CATCH: - RELEASE: -</p> <p>ITEM STEAL: Elixir ITEM DROP: Reflect Ring</p> <p>WEAKNESS: Lightning</p> <p>RESISTANCE/ABSORB: Fire, Earth / Water</p> | <p>Mandrake</p>  <p>UNDEAD NO.084 / PG. 54</p> <p>LV: 28 HP: 1,000 STR: 36 DEF: - MD: 5 GIL: 249 EXP: 385</p> <p>CONTROL: Attack, Special Move, Spore CATCH: YES RELEASE: Digestive Acid</p> <p>ITEM STEAL: Eye Drops, Antidote ITEM DROP: -</p> <p>WEAKNESS: Fire</p> <p>RESISTANCE/ABSORB: - / -</p> |
| <p>Liquid Flame</p>  <p>NO.251 / PG. 43</p> <p>LV: 19 HP: 3,000 STR: 18 DEF: - MD: 15 GIL: - EXP: -</p> <p>CONTROL: - CATCH: - RELEASE: -</p> <p>ITEM STEAL: - ITEM DROP: Flame Scroll</p> <p>WEAKNESS: Ice</p> <p>RESISTANCE/ABSORB: Poison, Water / Fire, Wind</p> | <p>Mani Wizard</p>  <p>HUMANOID NO.011 / PG. 34</p> <p>LV: 5 HP: 20 STR: 5 DEF: - MD: 5 GIL: 30 EXP: 20</p> <p>CONTROL: Attack, Flare, Death, Osmose CATCH: YES RELEASE: Death</p> <p>ITEM STEAL: Potion ITEM DROP: Rod</p> <p>WEAKNESS: -</p> <p>RESISTANCE/ABSORB: - / -</p> |
| <p>Little Chariot</p>  <p>NO.078 / PG. 54</p> <p>LV: 8 HP: 480 STR: 40 DEF: - MD: - GIL: 200 EXP: 300</p> <p>CONTROL: Attack, Mustard Bomb CATCH: - RELEASE: -</p> <p>ITEM STEAL: - ITEM DROP: Hi-Potion</p> <p>WEAKNESS: Lightning</p> <p>RESISTANCE/ABSORB: - / -</p> | <p>Manticore</p>  <p>MAGIC BEAST NO.265 / PG. 53</p> <p>LV: 19 HP: 3,300 STR: 40 DEF: 10 MD: 20 GIL: - EXP: -</p> <p>CONTROL: - CATCH: - RELEASE: -</p> <p>ITEM STEAL: Dragon Fang, Wind Spear ITEM DROP: Phoenix Down</p> <p>WEAKNESS: -</p> <p>RESISTANCE/ABSORB: - / Ice</p> |
| <p>Lycaon</p>  <p>MAGIC BEAST NO.101 / PG. 58</p> <p>LV: 32 HP: 500 STR: 36 DEF: 5 MD: - GIL: 200 EXP: 300</p> <p>CONTROL: Attack, Special Move CATCH: YES RELEASE: Attack (Critical)</p> <p>ITEM STEAL: Hi-Potion ITEM DROP: Holy Water</p> <p>WEAKNESS: Fire</p> <p>RESISTANCE/ABSORB: - / -</p> | <p>Mecha Head</p>  <p>MAGIC BEAST NO.150 / PG. 74</p> <p>LV: 37 HP: 7,210 STR: 59 DEF: 28 MD: 18 GIL: - EXP: -</p> <p>CONTROL: Attack, ??? CATCH: - RELEASE: -</p> <p>ITEM STEAL: Ether, Gauntlets ITEM DROP: Speed Shake</p> <p>WEAKNESS: Lightning, Water</p> <p>RESISTANCE/ABSORB: - / -</p> |
| <p>Magic Dragon</p>  <p>MAGIC BEAST / DRAGON NO.127 / PG. 70</p> <p>LV: 36 HP: 2,900 STR: 58 DEF: 10 MD: 5 GIL: 372 EXP: 1,200</p> <p>CONTROL: Attack, Level 2 Old, Blizzaga, Bio CATCH: YES RELEASE: Blaze</p> <p>ITEM STEAL: Potion, Hi-Potion ITEM DROP: Elixir</p> <p>WEAKNESS: Poison, Wind</p> <p>RESISTANCE/ABSORB: - / -</p> | <p>Medusa</p>  <p>UNDEAD / MAGIC BEAST / HUMANOID NO.238 / PG. 93</p> <p>LV: 69 HP: 7,500 STR: 99 DEF: 30 MD: 20 GIL: 762 EXP: 15,000</p> <p>CONTROL: Attack, Entice, Dancehall Daze CATCH: YES RELEASE: Entice</p> <p>ITEM STEAL: Gold Needle ITEM DROP: Gold Needle</p> <p>WEAKNESS: -</p> <p>RESISTANCE/ABSORB: - / -</p> |
| <p>Magic Pot</p>  <p>NO.190 / PG. 86</p> <p>LV: 91 HP: 65,255 STR: 70 DEF: 255 MD: 255 GIL: 10,000 EXP: 10,000</p> <p>CONTROL: - CATCH: - RELEASE: -</p> <p>ITEM STEAL: Hi-Potion ITEM DROP: Elixir</p> <p>WEAKNESS: -</p> <p>RESISTANCE/ABSORB: - / -</p> | <p>Melusine</p>  <p>NO.287 / PG. 75</p> <p>LV: 29 HP: 20,000 STR: 49 DEF: 90 MD: - GIL: - EXP: -</p> <p>CONTROL: - CATCH: - RELEASE: -</p> <p>ITEM STEAL: Leather Armor ITEM DROP: Maiden's Kiss</p> <p>WEAKNESS: Varies</p> <p>RESISTANCE/ABSORB: Poison, Holy, Earth, Wind, Water / Ice, Lightning</p> |
| <p>Magissa</p>  <p>HUMANOID NO.246 / PG. 37</p> <p>LV: 8 HP: 650 STR: 14 DEF: - MD: - GIL: - EXP: -</p> <p>CONTROL: - CATCH: - RELEASE: -</p> <p>ITEM STEAL: - / - ITEM DROP: Whip</p> <p>WEAKNESS: -</p> <p>RESISTANCE/ABSORB: - / -</p> | <p>Mercury Bat</p>  <p>NO.178 / PG. 82</p> <p>LV: 46 HP: 500 STR: 65 DEF: 10 MD: - GIL: 531 EXP: 1,020</p> <p>CONTROL: Attack, Vampire CATCH: YES RELEASE: Vampire</p> <p>ITEM STEAL: Potion ITEM DROP: Hi-Potion</p> <p>WEAKNESS: -</p> <p>RESISTANCE/ABSORB: Earth / -</p> |
| <p>Magnetite</p>  <p>NO.107 / PG. 62</p> <p>LV: 33 HP: 1,200 STR: 43 DEF: 10 MD: 5 GIL: 315 EXP: 610</p> <p>CONTROL: Attack, Gamma Ray CATCH: YES RELEASE: Gamma Ray</p> <p>ITEM STEAL: - ITEM DROP: Hi-Potion</p> <p>WEAKNESS: Lightning</p> <p>RESISTANCE/ABSORB: Earth / -</p> | <p>Merrow</p>  <p>NO.076 / PG. 54</p> <p>LV: 25 HP: 400 STR: 40 DEF: - MD: - GIL: 200 EXP: 300</p> <p>CONTROL: Attack, Special Move CATCH: - RELEASE: -</p> <p>ITEM STEAL: - ITEM DROP: Potion</p> <p>WEAKNESS: Lightning</p> <p>RESISTANCE/ABSORB: - / Water</p> |
| <p>Mammon</p>  <p>NO.120 / PG. 67</p> <p>LV: 35 HP: 1,700 STR: 46 DEF: 5 MD: 5 GIL: 351 EXP: 700</p> <p>CONTROL: Attack, Berserk CATCH: YES RELEASE: Berserk</p> <p>ITEM STEAL: Hi-Potion ITEM DROP: Hi-Potion</p> <p>WEAKNESS: Fire</p> <p>RESISTANCE/ABSORB: - / -</p> | <p>Metamorph</p>  <p>HUMANOID NO.114 / PG. 65</p> <p>LV: 43 HP: 7,000 STR: 40 DEF: 10 MD: 5 GIL: 777 EXP: 20</p> <p>CONTROL: Attack, Old, Blizzaga, Shell CATCH: YES RELEASE: Old</p> <p>ITEM STEAL: Staff, Hi-Potion ITEM DROP: Staff of Light</p> <p>WEAKNESS: Wind, Water</p> <p>RESISTANCE/ABSORB: - / -</p> |

Mindflayer

NO.225 / PG. 91

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|-------------|--|--------------------|---------------------|-------|----------|--------|
| LV: 53 | HP: 4,700 | STR: 90 | DEF: 20 | MD: - | GIL: 800 | EXP: - |
| CONTROL: | Attack, Mind Blast, Flame Thrower, Blaster | CATCH: YES | RELEASE: Mind Blast | | | |
| ITEM STEAL: | Green Beret, Main Gauche | ITEM DROP: | White Robe | | | |
| WEAKNESS: | - | RESISTANCE/ABSORB: | - / - | | | |

MindflusherUNDEAD
NO.015 / PG. 36

| | | | | | | |
|-------------|-----------------|--------------------|------------------|-------|---------|---------|
| LV: 11 | HP: 90 | STR: 9 | DEF: - | MD: 5 | GIL: 66 | EXP: 46 |
| CONTROL: | Attack, Confuse | CATCH: YES | RELEASE: Confuse | | | |
| ITEM STEAL: | - | ITEM DROP: | Flame Scroll | | | |
| WEAKNESS: | - | RESISTANCE/ABSORB: | - / - | | | |

Mini DragonDRAGON
NO.055 / PG. 49

| | | | | | | |
|-------------|---------------|--------------------|---------------|--------|----------|----------|
| LV: 22 | HP: 1,000 | STR: 30 | DEF: 30 | MD: 20 | GIL: 160 | EXP: 900 |
| CONTROL: | Attack, Blaze | CATCH: YES | RELEASE: Holy | | | |
| ITEM STEAL: | Dragon Fang | ITEM DROP: | - | | | |
| WEAKNESS: | - | RESISTANCE/ABSORB: | - / - | | | |

Mini MagicianHUMANOID
NO.118 / PG. 67

| | | | | | | |
|-------------|---------------------------|--------------------|-----------------|-------|----------|----------|
| LV: 11 | HP: 1,100 | STR: 30 | DEF: 5 | MD: - | GIL: 345 | EXP: 600 |
| CONTROL: | Attack, Return, Old, Mute | CATCH: YES | RELEASE: Firaga | | | |
| ITEM STEAL: | Wizard's Hat | ITEM DROP: | Wizard's Hat | | | |
| WEAKNESS: | - | RESISTANCE/ABSORB: | - / - | | | |

Mini SatanaMAGIC BEAST
NO.229 / PG. 93

| | | | | | | |
|-------------|---------------------------|--------------------|------------------|--------|----------|-------------|
| LV: 71 | HP: 6,500 | STR: 100 | DEF: - | MD: 60 | GIL: 785 | EXP: 12,000 |
| CONTROL: | Attack, Confuse, Thundaga | CATCH: YES | RELEASE: Confuse | | | |
| ITEM STEAL: | Hi-Potion | ITEM DROP: | Hi-Potion | | | |
| WEAKNESS: | - | RESISTANCE/ABSORB: | - / - | | | |

MinotaurHUMANOID
NO.291 / PG. 79

| | | | | | | |
|-------------|------------------------------|--------------------|---|-------|--------|--------|
| LV: 37 | HP: 19,850 | STR: 99 | DEF: - | MD: - | GIL: - | EXP: - |
| CONTROL: | - | CATCH: - | RELEASE: - | | | |
| ITEM STEAL: | Leather Shoes, Fuma Shuriken | ITEM DROP: | - | | | |
| WEAKNESS: | - | RESISTANCE/ABSORB: | Poison, Holy, Earth, Water / Poison, Holy, Earth, Water | | | |

Moldwynd

NO.010 / PG. 34

| | | | | | | |
|-------------|--------------|--------------------|---------------|-------|---------|---------|
| LV: 1 | HP: 20 | STR: 5 | DEF: - | MD: 5 | GIL: 27 | EXP: 20 |
| CONTROL: | Attack, Aero | CATCH: YES | RELEASE: Aera | | | |
| ITEM STEAL: | - | ITEM DROP: | Elixir | | | |
| WEAKNESS: | - | RESISTANCE/ABSORB: | Earth / Wind | | | |

Moogle Eater

NO.090 / PG. 56

| | | | | | | |
|-------------|------------------------|--------------------|----------------------|-------|----------|----------|
| LV: 23 | HP: 1,000 | STR: 39 | DEF: 5 | MD: 5 | GIL: 270 | EXP: 665 |
| CONTROL: | Attack, Digestive Acid | CATCH: YES | RELEASE: Aqua Breath | | | |
| ITEM STEAL: | Hi-Potion | ITEM DROP: | - | | | |
| WEAKNESS: | Lightning | RESISTANCE/ABSORB: | - / - | | | |

Moss FungusMAGIC BEAST
NO.209 / PG. 88

| | | | | | | |
|-------------|-----------------------------|--------------------|-----------------|-------|----------|------------|
| LV: 48 | HP: 5,000 | STR: 75 | DEF: 15 | MD: - | GIL: 591 | EXP: 1,520 |
| CONTROL: | Attack, Rainbow Wind, Spore | CATCH: YES | RELEASE: Banish | | | |
| ITEM STEAL: | Hi-Potion, Air Knife | ITEM DROP: | Antidote | | | |
| WEAKNESS: | Fire, Water | RESISTANCE/ABSORB: | - / Poison | | | |

Motor Trap

NO.040 / PG. 42

| | | | | | | |
|-------------|----------------------------|--------------------|------------|-------|----------|----------|
| LV: 17 | HP: 240 | STR: 24 | DEF: 10 | MD: - | GIL: 126 | EXP: 150 |
| CONTROL: | Attack, Missile, Gamma Ray | CATCH: - | RELEASE: - | | | |
| ITEM STEAL: | Ether | ITEM DROP: | - | | | |
| WEAKNESS: | Lightning | RESISTANCE/ABSORB: | Earth / - | | | |

MoverUNDEAD
NO.228 / PG. 91

| | | | | | | |
|-------------|----------------------------|--------------------|-----------------------|-------|-------------|--------|
| LV: 52 | HP: 10,000 | STR: 128 | DEF: 40 | MD: - | GIL: 50,000 | EXP: - |
| CONTROL: | Attack, Transfusion | CATCH: YES | RELEASE: Delta Attack | | | |
| ITEM STEAL: | Flame Scroll, Water Scroll | ITEM DROP: | Lightning Scroll | | | |
| WEAKNESS: | Fire | RESISTANCE/ABSORB: | - / Poison | | | |

MummyUNDEAD / HUMANOID
NO.148 / PG. 74

| | | | | | | |
|-------------|-------------------|--------------------|------------|--------|----------|--------|
| LV: 27 | HP: 2,900 | STR: 48 | DEF: 25 | MD: 20 | GIL: 500 | EXP: - |
| CONTROL: | Attack, Curaga | CATCH: - | RELEASE: - | | | |
| ITEM STEAL: | Potion, Hi-Potion | ITEM DROP: | Holy Water | | | |
| WEAKNESS: | Fire | RESISTANCE/ABSORB: | - / - | | | |

MykaleHUMANOID
NO.156 / PG. 77

| | | | | | | |
|-------------|---|--------------------|--------------------|-------|----------|------------|
| LV: 42 | HP: 2,000 | STR: 65 | DEF: 10 | MD: 5 | GIL: 459 | EXP: 1,200 |
| CONTROL: | Attack, Moon Flute, 1000 Needles, Lilliputian Lyric | CATCH: YES | RELEASE: Time Slip | | | |
| ITEM STEAL: | Silk Robe, Death Sickle | ITEM DROP: | Luminous Robe | | | |
| WEAKNESS: | - | RESISTANCE/ABSORB: | Earth / - | | | |

Mythril DragonDRAGON
NO.036 / PG. 42

| | | | | | | |
|-------------|-----------------------|--------------------|----------------|--------|----------|----------|
| LV: 16 | HP: 600 | STR: 28 | DEF: 15 | MD: 20 | GIL: 114 | EXP: 270 |
| CONTROL: | Attack, Transfusion | CATCH: YES | RELEASE: Frost | | | |
| ITEM STEAL: | Potion, Mythril Armor | ITEM DROP: | Mythril Glove | | | |
| WEAKNESS: | - | RESISTANCE/ABSORB: | Earth / - | | | |

NecromancerUNDEAD
NO.223 / PG. 91

| | | | | | | |
|-------------|-----------------------|--------------------|---------------------|--------|------------|--------|
| LV: 54 | HP: 6,000 | STR: 79 | DEF: 15 | MD: 30 | GIL: 1,000 | EXP: - |
| CONTROL: | Attack, Blaster | CATCH: YES | RELEASE: White Wind | | | |
| ITEM STEAL: | Holy Water, Bone Mail | ITEM DROP: | Holy Water | | | |
| WEAKNESS: | Water | RESISTANCE/ABSORB: | Earth / - | | | |

Necrophobe

NO.308 / PG. 91

| | | | | | | |
|-------------|------------------------|--------------------|---------------|--------|--------|--------|
| LV: 66 | HP: 44,044 | STR: 99 | DEF: 50 | MD: 50 | GIL: - | EXP: - |
| CONTROL: | - | CATCH: - | RELEASE: - | | | |
| ITEM STEAL: | Elixir, Thief's Gloves | ITEM DROP: | Luminous Robe | | | |
| WEAKNESS: | All attributes | RESISTANCE/ABSORB: | - / - | | | |

Neo Exdeath

? NO.314 / PG. 91

| | | | | | | |
|---------------|----------------------|------------|--------|-------|--------|--------|
| LV: ? | HP: ? | STR: ? | DEF: ? | MD: ? | GIL: ? | EXP: ? |
| CONTROL: ? | CATCH: ? | RELEASE: ? | | | | |
| ITEM STEAL: ? | ITEM DROP: ? | | | | | |
| WEAKNESS: ? | RESISTANCE/ABSORB: ? | | | | | |

Neo GarulaMAGIC BEAST
NO.079 / PG. 54

| | | | | | | |
|-------------|---------|--------------------|---------------|-------|----------|----------|
| LV: 27 | HP: 980 | STR: 40 | DEF: - | MD: - | GIL: 500 | EXP: 300 |
| CONTROL: | - | CATCH: - | RELEASE: - | | | |
| ITEM STEAL: | - | ITEM DROP: | Water Scroll | | | |
| WEAKNESS: | - | RESISTANCE/ABSORB: | - / Lightning | | | |

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|--|---|
|  Neo Shinryu DRAGON NO.322 / PG. 93 |  Odin HUMANOID NO.290 / PG. 77 |
| CONTROL: – ITEM STEAL: Elixir WEAKNESS: – RESISTANCE/ABSORB: – / Holy | CATCH: – RELEASE: – ITEM DROP: – ITEM STEAL: Protect Ring WEAKNESS: – RESISTANCE/ABSORB: – / Holy |
|  Neon NO.106 / PG. 62 |  Oiseaurare MAGIC BEAST NO.158 / PG. 76 |
| LV: 97 HP: 65,000 STR: 200 DEF: 100 MD: 100 GIL: – EXP: – CONTROL: Attack, Flash ITEM STEAL: Speed Shake WEAKNESS: – RESISTANCE/ABSORB: – / – | LV: 2 HP: 17,000 STR: 60 DEF: 20 MD: 20 GIL: – EXP: – CONTROL: – ITEM STEAL: Protect Ring WEAKNESS: – RESISTANCE/ABSORB: – / Holy |
|  Nereid UNDEAD NO.294 / PG. 81 |  Omega NO.311 / PG. 89 |
| LV: 20 HP: 13,333 STR: 54 DEF: – MD: 25 GIL: – EXP: – CONTROL: – ITEM STEAL: Gold Needle, Elixir WEAKNESS: Fire RESISTANCE/ABSORB: – / – | LV: 43 HP: 1,900 STR: 60 DEF: 10 MD: 5 GIL: 465 EXP: 1,250 CONTROL: Attack, Confuse, Berserk, Mini ITEM STEAL: Hi-Potion, Mirage Vest WEAKNESS: – RESISTANCE/ABSORB: – / – |
|  Ninja NO.214 / PG. 90 |  Omega Mk.II NO.321 / PG. 93 |
| LV: 52 HP: 5,000 STR: 90 DEF: 15 MD: – GIL: 612 EXP: 1,800 CONTROL: Attack, Special Move, Image ITEM STEAL: Shuriken, Kiku-Ichimonji WEAKNESS: – RESISTANCE/ABSORB: – / – | LV: 119 HP: 55,530 STR: 115 DEF: 190 MD: 150 GIL: 50,000 EXP: – CONTROL: – ITEM STEAL: – WEAKNESS: Lightning RESISTANCE/ABSORB: – / All attributes except for Lightning |
|  Nix NO.197 / PG. 49 |  Omniscient NO.292 / PG. 79 |
| LV: 25 HP: 1,500 STR: 90 DEF: 35 MD: – GIL: 740 EXP: – CONTROL: Attack, Special Move, Goblin Punch ITEM STEAL: Antidote, Hi-Potion WEAKNESS: Lightning RESISTANCE/ABSORB: – / Water | LV: 53 HP: 16,999 STR: 100 DEF: – MD: 8 GIL: – EXP: – CONTROL: – ITEM STEAL: Potion, Kornago Gourd WEAKNESS: Wind RESISTANCE/ABSORB: – / – |
|  Numb Blade HUMANOID NO.160 / PG. 76 |  Orukat NO.211 / PG. 88 |
| LV: 43 HP: 2,400 STR: 81 DEF: 10 MD: 5 GIL: 474 EXP: 1,400 CONTROL: Attack, ??? ITEM STEAL: Ashura, Ice Shield WEAKNESS: – RESISTANCE/ABSORB: – / – | LV: 49 HP: 2,100 STR: 75 DEF: 33 MD: 16 GIL: 594 EXP: 1,350 CONTROL: Attack, Flash, Return ITEM STEAL: Dark Matter, Gold Needle WEAKNESS: Earth, Water RESISTANCE/ABSORB: – / Holy |
|  Nutkin MAGIC BEAST NO.006 / PG. 48 |  Page 32 NO.045 / PG. 46 |
| LV: 1 HP: 20 STR: 5 DEF: – MD: 5 GIL: 20 EXP: 10 CONTROL: Attack, Special Move ITEM STEAL: Potion WEAKNESS: – RESISTANCE/ABSORB: – / – | LV: 19 HP: 480 STR: 27 DEF: – MD: 5 GIL: 147 EXP: 180 CONTROL: Attack, Aera ITEM STEAL: Potion, Green Beret WEAKNESS: Fire RESISTANCE/ABSORB: – / – |
|  Objet d'Art NO.099 / PG. 74 |  Page 64 NO.046 / PG. 46 |
| LV: 45 HP: 3,300 STR: 76 DEF: 20 MD: 5 GIL: 507 EXP: 100 CONTROL: Attack, Special Move, Death Claw ITEM STEAL: Hi-Potion, Twin Lance WEAKNESS: Lightning RESISTANCE/ABSORB: – / – | LV: 20 HP: 500 STR: 27 DEF: 1 MD: 5 GIL: 150 EXP: 200 CONTROL: Attack, Fira, Level 5 Death ITEM STEAL: Potion, Silver Specs WEAKNESS: Fire RESISTANCE/ABSORB: – / – |
|  Octokraken NO.192 / PG. 35 |  Page 128 NO.047 / PG. 46 |
| LV: 7 HP: 60 STR: 8 DEF: – MD: 5 GIL: 45 EXP: 21 CONTROL: – ITEM STEAL: – WEAKNESS: – RESISTANCE/ABSORB: – / – | LV: 20 HP: 700 STR: 28 DEF: – MD: 5 GIL: 153 EXP: 190 CONTROL: Attack, Slimer, Digestive Acid ITEM STEAL: Ether WEAKNESS: Fire RESISTANCE/ABSORB: – / – |

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|---|---------------------------|----------------|---------|---------|--------|-------|----------|----------|-----------------|
|  | Pao | LV: 21 | HP: 900 | STR: 29 | DEF: - | MD: 5 | GIL: 156 | EXP: 210 | NO.048 / PG. 46 |
| CONTROL: Attack, Off-Guard | CATCH: YES | RELEASE: Comet | | | | | | | |
| ITEM STEAL: Hi-Potion, Ninja Suit | ITEM DROP: Mythril Shield | | | | | | | | |
| WEAKNESS: Fire | | | | | | | | | |
| RESISTANCE/ABSORB: - / - | | | | | | | | | |

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|---|-------------------|------------------|---------|---------|--------|-------|--------|--------|-----------------|
|  | Parthenope | LV: 27 | HP: 500 | STR: 40 | DEF: - | MD: - | GIL: - | EXP: 0 | NO.070 / PG. 44 |
| CONTROL: Attack, Flee | CATCH: YES | RELEASE: Panacea | | | | | | | |
| ITEM STEAL: Potion, Hi-Potion | ITEM DROP: Tent | | | | | | | | |
| WEAKNESS: - | | | | | | | | | |
| RESISTANCE/ABSORB: - / - | | | | | | | | | |

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|---|-------------------------|---------------------|-----------|---------|---------|-------|----------|------------|-----------------------------|
|  | Rajiformes | LV: 49 | HP: 3,900 | STR: 76 | DEF: 30 | MD: 5 | GIL: 582 | EXP: 1,500 | HUMANOID NO.188 / PG. 54 |
| CONTROL: Attack, Spore, Flash, Panacea | CATCH: YES | RELEASE: White Wind | | | | | | | |
| ITEM STEAL: Rainbow Dress, Coral Ring | ITEM DROP: Reflect Ring | | | | | | | | |
| WEAKNESS: - | | | | | | | | | |
| RESISTANCE/ABSORB: - / - | | | | | | | | | |

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|---|--------------------|------------|---------|---------|--------|-------|---------|----------|-----------------|
|  | Pas de Seul | LV: 14 | HP: 280 | STR: 19 | DEF: - | MD: 5 | GIL: 93 | EXP: 100 | NO.029 / PG. 40 |
| CONTROL: - | CATCH: - | RELEASE: - | | | | | | | |
| ITEM STEAL: Potion | ITEM DROP: - | | | | | | | | |
| WEAKNESS: Lightning | | | | | | | | | |
| RESISTANCE/ABSORB: - / - | | | | | | | | | |

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|--|--------------------------|------------|------------|---------|--------|--------|--------|--------|---------------------------|
|  | Phobos | LV: 39 | HP: 13,333 | STR: 55 | DEF: - | MD: 25 | GIL: - | EXP: - | UNDEAD NO.295 / PG. 81 |
| CONTROL: - | CATCH: - | RELEASE: - | | | | | | | |
| ITEM STEAL: Gold Needle, Elixir | ITEM DROP: Goliath Tonic | | | | | | | | |
| WEAKNESS: Earth | | | | | | | | | |
| RESISTANCE/ABSORB: - / Poison | | | | | | | | | |

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|---|---------------------|----------------|---------|---------|--------|-------|----------|----------|-----------------|
|  | Poison Eagle | LV: 32 | HP: 100 | STR: 37 | DEF: - | MD: - | GIL: 303 | EXP: 500 | NO.103 / PG. 58 |
| CONTROL: Attack, Beak, Poison, Float | CATCH: YES | RELEASE: Float | | | | | | | |
| ITEM STEAL: Hayate Bow | ITEM DROP: Antidote | | | | | | | | |
| WEAKNESS: - | | | | | | | | | |
| RESISTANCE/ABSORB: Poison, Earth / Poison | | | | | | | | | |

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|---|--------------------|----------------|---------|---------|--------|-------|----------|----------|---------------------------|
|  | Poltergeist | LV: 17 | HP: 240 | STR: 21 | DEF: - | MD: 5 | GIL: 123 | EXP: 135 | UNDEAD NO.038 / PG. 42 |
| CONTROL: Attack, Drain, Confuse | CATCH: YES | RELEASE: Drain | | | | | | | |
| ITEM STEAL: Hi-Potion | ITEM DROP: - | | | | | | | | |
| WEAKNESS: Wind, Water | | | | | | | | | |
| RESISTANCE/ABSORB: Fire, Lightning, Poison, Holy, Earth / Ice | | | | | | | | | |

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|---|------------------------|---------------------|-----------|---------|----------|---------|--------|------------|-----------------|
|  | Prototype | LV: 23 | HP: 5,000 | STR: 33 | DEF: 100 | MD: 100 | GIL: - | EXP: 2,000 | NO.056 / PG. 76 |
| CONTROL: Attack, Missile, Self-Destruct, Blaster | CATCH: YES | RELEASE: Mega Flare | | | | | | | |
| ITEM STEAL: Ether | ITEM DROP: Dark Matter | | | | | | | | |
| WEAKNESS: - | | | | | | | | | |
| RESISTANCE/ABSORB: - / - | | | | | | | | | |

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|  | Purobolos | LV: 22 | HP: 1,500 | STR: 45 | DEF: - | MD: - | GIL: - | EXP: - | NO.263 / PG. 53 |
| CONTROL: Attack, Self-Destruct | CATCH: - | RELEASE: - | | | | | | | |
| ITEM STEAL: Eye Drops | ITEM DROP: Potion | | | | | | | | |
| WEAKNESS: - | | | | | | | | | |
| RESISTANCE/ABSORB: - / - | | | | | | | | | |

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|  | Python | LV: 39 | HP: 1,800 | STR: 49 | DEF: 5 | MD: 5 | GIL: 405 | EXP: 680 | HUMANOID NO.138 / PG. 78 |
| CONTROL: Attack, Special Move, Entangle | CATCH: YES | RELEASE: Entangle | | | | | | | |
| ITEM STEAL: Antidote | ITEM DROP: Eye Drops | | | | | | | | |
| WEAKNESS: Ice | | | | | | | | | |
| RESISTANCE/ABSORB: - / - | | | | | | | | | |

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|  | Ra Mage | LV: 19 | HP: 760 | STR: 25 | DEF: - | MD: - | GIL: 198 | EXP: 370 | HUMANOID NO.062 / PG. 52 |
| CONTROL: Attack, Fira, Blizzara, Thundara | CATCH: YES | RELEASE: Break | | | | | | | |
| ITEM STEAL: Sage's Surprise | ITEM DROP: Elixir | | | | | | | | |
| WEAKNESS: - | | | | | | | | | |
| RESISTANCE/ABSORB: - / - | | | | | | | | | |

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|  | Rajiformes | LV: 41 | HP: 2,200 | STR: 61 | DEF: 10 | MD: 5 | GIL: 438 | EXP: 800 | UNDEAD / MAGIC BEAST NO.144 / PG. 74 |
| CONTROL: Attack, Lightning | CATCH: YES | RELEASE: Aqua Breath | | | | | | | |
| ITEM STEAL: Power Drink | ITEM DROP: Potion | | | | | | | | |
| WEAKNESS: Lightning | | | | | | | | | |
| RESISTANCE/ABSORB: Earth / - | | | | | | | | | |

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|  | Ramuh | LV: 21 | HP: 4,000 | STR: 27 | DEF: 20 | MD: 5 | GIL: - | EXP: - | HUMANOID NO.255 / PG. 49 |
| CONTROL: - | CATCH: - | RELEASE: - | | | | | | | |
| ITEM STEAL: Hi-Potion | ITEM DROP: Ramuh | | | | | | | | |
| WEAKNESS: - | | | | | | | | | |
| RESISTANCE/ABSORB: - / Lightning | | | | | | | | | |

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|  | Red Dragon | LV: 30 | HP: 7,500 | STR: 65 | DEF: 12 | MD: 8 | GIL: 500 | EXP: 3,000 | UNDEAD / DRAGON NO.133 / PG. 70 |
| CONTROL: Attack, Atomic Ray, Blaze, Level 3 Flare | CATCH: YES | RELEASE: Atomic Ray | | | | | | | |
| ITEM STEAL: Hi-Potion, Flame Ring | ITEM DROP: Elixir | | | | | | | | |
| WEAKNESS: Ice, Earth, Water | | | | | | | | | |
| RESISTANCE/ABSORB: - / Fire | | | | | | | | | |

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|  | Reflect Knight | LV: 33 | HP: 1,600 | STR: 47 | DEF: 30 | MD: - | GIL: 318 | EXP: 700 | HUMANOID NO.108 / PG. 62 |
| CONTROL: Attack, Reflect | CATCH: YES | RELEASE: ??? | | | | | | | |
| ITEM STEAL: War Hammer, Poison Axe | ITEM DROP: Reflect Ring | | | | | | | | |
| WEAKNESS: - | | | | | | | | | |
| RESISTANCE/ABSORB: - / - | | | | | | | | | |

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| | **Reflect Mage** | LV: 36 | HP: 1,300 | STR: 52 | DEF: 5 | MD: - | GIL: 369 | EXP: 900 | HUMANOID NO |

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|  Ronkan Knight LV: 24 HP: 860 STR: 36 DEF: 20 MD: 10 GIL: 201 EXP: 380 CONTROL: Attack, Special Move ITEM STEAL: Hi-Potion, Power Drink WEAKNESS: – RESISTANCE/ABSORB: – / – | HUMANOID NO.063 / PG. 52 CATCH: YES RELEASE: Attack (Critical) ITEM DROP: Mythril Shield |  Sekhmet LV: 41 HP: 6,000 STR: 70 DEF: 10 MD: 5 GIL: 10 EXP: 3 CONTROL: Attack, Special Move ITEM STEAL: Hi-Potion, Thief's Gloves WEAKNESS: – RESISTANCE/ABSORB: – / – | MAGIC BEAST / HUMANOID NO.153 / PG. 74 CATCH: YES RELEASE: Attack (Critical) ITEM DROP: Crystal Armor |
|  Rukh AEVIS NO.201 / PG. 80 LV: 29 HP: 9,000 STR: 75 DEF: 20 MD: 10 GIL: 5,000 EXP: – CONTROL: Attack, Breath Wing, Beak ITEM STEAL: Hi-Potion, Murasame WEAKNESS: – RESISTANCE/ABSORB: Earth / – | CATCH: YES RELEASE: Breath Wing ITEM DROP: Goliath Tonic |  Sergeant HUMANOID NO.041 / PG. 44 CONTROL: Attack, Special Move ITEM STEAL: Potion WEAKNESS: – RESISTANCE/ABSORB: – / – | CATCH: YES RELEASE: Flea ITEM DROP: Silver Plate |
|  Sahagin NO.193 / PG. 45 LV: 20 HP: 550 STR: 27 DEF: – MD: 5 GIL: 100 EXP: 180 CONTROL: Attack, Special Move, Goblin Punch ITEM STEAL: Potion WEAKNESS: Lightning RESISTANCE/ABSORB: Water / Water | CATCH: YES RELEASE: Attack (Critical) ITEM DROP: Potion |  Shadow NO.139 / PG. 54 CONTROL: Attack, Vampire, Dark Spark, Off-Guard ITEM STEAL: Hi-Potion WEAKNESS: – RESISTANCE/ABSORB: – / – | CATCH: YES RELEASE: Vampire ITEM DROP: Holy Water |
|  Sand Bear MAGIC BEAST / DESERT NO.061 / PG. 50 LV: 24 HP: 1,000 STR: 36 DEF: 10 MD: 10 GIL: 195 EXP: 360 CONTROL: Attack, Special Move ITEM STEAL: Javelin WEAKNESS: Water RESISTANCE/ABSORB: – / – | CATCH: YES RELEASE: Attack (Critical) ITEM DROP: Antidote |  Shadow Dancer HUMANOID NO.159 / PG. 76 CONTROL: Attack, Rainbow Wind, Dancehall Daze ITEM STEAL: Power Armlet, Dancing Dagger WEAKNESS: – RESISTANCE/ABSORB: – / – | CATCH: YES RELEASE: Attack (Critical) ITEM DROP: Mallet |
|  Sandboil DESERT NO.059 / PG. 50 LV: 23 HP: 420 STR: 33 DEF: 5 MD: 5 GIL: 189 EXP: 260 CONTROL: Attack, Spore ITEM STEAL: Potion WEAKNESS: Water RESISTANCE/ABSORB: – / – | CATCH: YES RELEASE: Spore ITEM DROP: Potion |  Shell Bear MAGIC BEAST NO.072 / PG. 54 CONTROL: Attack, Special Move ITEM STEAL: Spear WEAKNESS: – RESISTANCE/ABSORB: – / – | CATCH: YES RELEASE: Attack (Critical) ITEM DROP: Hi-Potion |
|  Sandcrawler DESERT NO.093 / PG. 56 LV: 29 HP: 15,000 STR: 45 DEF: 10 MD: 5 GIL: 1,000 EXP: 1,000 CONTROL: Attack, Electrocute ITEM STEAL: Tent WEAKNESS: – RESISTANCE/ABSORB: – / – | CATCH: YES RELEASE: Maelstrom ITEM DROP: Power Drink |  Shield Dragon AEVIS / DRAGON NO.086 / PG. 55 LV: 29 HP: 19,999 STR: 40 DEF: 40 MD: 25 GIL: 1,000 EXP: 10,000 CONTROL: Attack, Blaze ITEM STEAL: Mythril Shield, Golden Shield WEAKNESS: – RESISTANCE/ABSORB: – / – | CATCH: YES RELEASE: Almagest ITEM DROP: Golden Shield |
|  Sandworm DESERT NO.256 / PG. 51 LV: 18 HP: 3,000 STR: 25 DEF: – MD: 10 GIL: – EXP: – CONTROL: – ITEM STEAL: – WEAKNESS: Water RESISTANCE/ABSORB: – / – | CATCH: – RELEASE: – ITEM DROP: – |  Shinryu DRAGON NO.312 / PG. 91 LV: 97 HP: 55,500 STR: 175 DEF: 60 MD: 60 GIL: – EXP: – CONTROL: – ITEM STEAL: Dragon's Whisker, Dragon Fang WEAKNESS: – RESISTANCE/ABSORB: – / Holy | CATCH: – RELEASE: – ITEM DROP: Dragon Seal |
|  Sea Devil NO.202 / PG. 80 LV: 30 HP: 5,000 STR: 71 DEF: 15 MD: 10 GIL: 3,000 EXP: – CONTROL: Attack, Special Move, Entangle ITEM STEAL: Hi-Potion, Defender WEAKNESS: Lightning RESISTANCE/ABSORB: – / Water | CATCH: YES RELEASE: Attack (Critical) ITEM DROP: Turtle Shell |  Shiva HUMANOID NO.249 / PG. 39 LV: 11 HP: 1,500 STR: 40 DEF: – MD: – GIL: – EXP: – CONTROL: – ITEM STEAL: Hi-Potion, Phoenix Down WEAKNESS: Fire RESISTANCE/ABSORB: – / Ice | CATCH: – RELEASE: – ITEM DROP: Frost Rod |
|  Sea Ibis NO.195 / PG. 45 LV: 19 HP: 25 STR: 30 DEF: 10 MD: 35 GIL: 100 EXP: 200 CONTROL: Attack, Beak ITEM STEAL: Gold Needle WEAKNESS: – RESISTANCE/ABSORB: Earth, Water / – | CATCH: YES RELEASE: Beak ITEM DROP: Gold Needle |  Silent Bee NO.035 / PG. 42 LV: 16 HP: 220 STR: 20 DEF: – MD: 5 GIL: 11 EXP: 120 CONTROL: Attack, Needle ITEM STEAL: – WEAKNESS: – RESISTANCE/ABSORB: Earth / – | CATCH: YES RELEASE: Needle ITEM DROP: Gold Needle |

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| | Siren | HUMANOID | NO.245 / PG. 36 |
| LV: 2 | HP: 900 | STR: 15 | DEF: - MD: 20 GIL: - EXP: - |
| CONTROL: - | CATCH: - | RELEASE: - | |
| ITEM STEAL: - / - | ITEM DROP: Bronze Armor | | |
| WEAKNESS: - | | | |
| RESISTANCE/ABSORB: - / - | | | |

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| | Skeleton | UNDEAD | NO.012 / PG. 36 |
| LV: 10 | HP: 70 | STR: 8 | DEF: - MD: 5 GIL: 57 EXP: 38 |
| CONTROL: Attack, Special Move | CATCH: YES | RELEASE: Thundara | |
| ITEM STEAL: - | ITEM DROP: Dagger | | |
| WEAKNESS: Fire, Holy | | | |
| RESISTANCE/ABSORB: - / Poison | | | |

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| | Skull Eater | MAGIC BEAST | NO.057 / PG. 48 |
| LV: 32 | HP: 1 | STR: 50 | DEF: 90 MD: 90 GIL: 100 EXP: 300 |
| CONTROL: Attack, Special Move | CATCH: YES | RELEASE: Attack (Critical) | |
| ITEM STEAL: Tent | ITEM DROP: Elixir | | |
| WEAKNESS: - | | | |
| RESISTANCE/ABSORB: - / - | | | |

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| | Sleepy | | NO.135 / PG. 62 |
| LV: 36 | HP: 1,600 | STR: 50 | DEF: 5 MD: 5 GIL: 396 EXP: 700 |
| CONTROL: Attack, Sleep | CATCH: YES | RELEASE: Sleep | |
| ITEM STEAL: Healing Staff, Hi-Potion | ITEM DROP: Leather Cap | | |
| WEAKNESS: - | | | |
| RESISTANCE/ABSORB: - / - | | | |

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| | Slug | | NO.154 / PG. 77 |
| LV: 42 | HP: 1,820 | STR: 62 | DEF: 10 MD: 5 GIL: 453 EXP: 1,100 |
| CONTROL: Attack, Slimer | CATCH: YES | RELEASE: Digestive Acid | |
| ITEM STEAL: Potion, Hi-Potion | ITEM DROP: - | | |
| WEAKNESS: Fire | | | |
| RESISTANCE/ABSORB: - / - | | | |

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| | Sorcerer | HUMANOID | NO.042 / PG. 44 |
| LV: 18 | HP: 350 | STR: 20 | DEF: - MD: - GIL: 138 EXP: 180 |
| CONTROL: Attack, Mini, Toad | CATCH: YES | RELEASE: Reflect | |
| ITEM STEAL: Mage Masher, Gaia Gear | ITEM DROP: Ether | | |
| WEAKNESS: - | | | |
| RESISTANCE/ABSORB: - / - | | | |

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|--|------------------------|------------|--------------------------------|
| | Soul Cannon | | NO.259 / PG. 52 |
| LV: 36 | HP: 22,500 | STR: 7 | DEF: 5 MD: 10 GIL: 100 EXP: 40 |
| CONTROL: - | CATCH: - | RELEASE: - | |
| ITEM STEAL: Ether, Elixir | ITEM DROP: Dark Matter | | |
| WEAKNESS: Lightning | | | |
| RESISTANCE/ABSORB: Poison, Wind, Water / - | | | |

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| | Soul Eater | MAGIC BEAST | NO.231 / PG. 93 |
| LV: 68 | HP: 7,000 | STR: 50 | DEF: 50 MD: 50 GIL: 800 EXP: 10,000 |
| CONTROL: Attack, Special Move | CATCH: YES | RELEASE: Attack | |
| ITEM STEAL: Holy Water | ITEM DROP: Holy Water | | |
| WEAKNESS: - | | | |
| RESISTANCE/ABSORB: - / - | | | |

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| | Spizzner | MAGIC BEAST | NO.175 / PG. 82 |
| LV: 39 | HP: 2,300 | STR: 71 | DEF: 10 MD: - GIL: 516 EXP: 1,250 |
| CONTROL: Attack, Digestive Acid, Quicksand | CATCH: YES | RELEASE: Wind Slash | |
| ITEM STEAL: Potion | ITEM DROP: Potion | | |
| WEAKNESS: - | | | |
| RESISTANCE/ABSORB: - / - | | | |

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| | Steel Bat | | NO.002 / PG. 33 |
| LV: 2 | HP: 20 | STR: 3 | DEF: - MD: 5 GIL: 20 EXP: 9 |
| CONTROL: Attack, Vampire | CATCH: YES | RELEASE: Vampire | |
| ITEM STEAL: Potion | ITEM DROP: - | | |
| WEAKNESS: - | | | |
| RESISTANCE/ABSORB: Earth / - | | | |

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| | Steel Fist | HUMANOID | NO.181 / PG. 82 |
| LV: 47 | HP: 4,000 | STR: 60 | DEF: 30 MD: - GIL: 543 EXP: 1,335 |
| CONTROL: Attack, Critical, Special Move, Rocket Punch | CATCH: YES | RELEASE: Rocket Punch | |
| ITEM STEAL: Twist Headband, Hero Cocktail | ITEM DROP: Kaiser Knuckles | | |
| WEAKNESS: - | | | |
| RESISTANCE/ABSORB: - / - | | | |

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| | Stingray | | NO.203 / PG. 80 |
| LV: 93 | HP: 30,000 | STR: 66 | DEF: 60 MD: 20 GIL: - EXP: - |
| CONTROL: Attack, Tidal Wave, Mighty Guard | CATCH: YES | RELEASE: Tidal Wave | |
| ITEM STEAL: Dark Matter, Rune Blade | ITEM DROP: Dragon's Whisker | | |
| WEAKNESS: - | | | |
| RESISTANCE/ABSORB: Earth / Water | | | |

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| | Stone Golem | | NO.054 / PG. 49 |
| LV: 22 | HP: 1,000 | STR: 32 | DEF: 20 MD: 50 GIL: 177 EXP: 550 |
| CONTROL: Attack, Break | CATCH: YES | RELEASE: Earthquake | |
| ITEM STEAL: Gold Needle | ITEM DROP: Hi-Potion | | |
| WEAKNESS: Lightning | | | |
| RESISTANCE/ABSORB: Poison, Earth / - | | | |

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| | Stone Mask | | NO.064 / PG. 52 |
| LV: 24 | HP: 450 | STR: 34 | DEF: 20 MD: - GIL: 204 EXP: 320 |
| CONTROL: Attack, Flash, Reflect | CATCH: YES | RELEASE: Reflect | |
| ITEM STEAL: Gold Needle | ITEM DROP: - | | |
| WEAKNESS: Lightning | | | |
| RESISTANCE/ABSORB: - / - | | | |

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| | Strapparer | | NO.075 / PG. 54 |
| LV: 26 | HP: 600 | STR: 37 | DEF: - MD: 5 GIL: 228 EXP: 330 |
| CONTROL: Attack, Death Claw | CATCH: YES | RELEASE: Death Claw | |
| ITEM STEAL: Elixir | ITEM DROP: - | | |
| WEAKNESS: Lightning | | | |
| RESISTANCE/ABSORB: - / Fire | | | |

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| | Stray Cat | MAGIC BEAST | NO.007 / PG. 41 |
| LV: 2 | HP: 20 | STR: 5 | DEF: - MD: 5 GIL: 20 EXP: 15 |
| CONTROL: Attack, Special Move, Flee | CATCH: YES | RELEASE: Attack (Critical) | |
| ITEM STEAL: Potion | ITEM DROP: - | | |
| WEAKNESS: - | | | |
| RESISTANCE/ABSORB: - / - | | | |

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| | Stroper | | NO.004 / PG. 33 |
| LV: 3 | HP: 20 | STR: 4 | DEF: - MD: 5 GIL: 20 EXP: 8 |
| CONTROL: Attack, Spore | CATCH: YES | RELEASE: Spore | |
| ITEM STEAL: Potion | ITEM DROP: - | | |
| WEAKNESS: - | | | |
| RESISTANCE/ABSORB: - / - | | | |

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|--------------------------|-------------------|------------|------------------------------|
| | Sucker | | NO.191 / PG. 55 |
| LV: 6 | HP: 50 | STR: 7 | DEF: - MD: 5 GIL: 40 EXP: 21 |
| CONTROL: - | CATCH: - | RELEASE: - | |
| ITEM STEAL: - | ITEM DROP: Potion | | |
| WEAKNESS: Lightning | | | |
| RESISTANCE/ABSORB: - / - | | | |

| Sword Dancer | | | | | | |
|---|---------------------|----------------------------|---------|-------|----------|------------|
| HUMANOID NO.216 / PG. 90 | | | | | | |
| LV: 48 | HP: 3,000 | STR: 75 | DEF: 15 | MD: - | GIL: 561 | EXP: 2,400 |
| CONTROL: Attack, Critical, Dancehall Daze | CATCH: YES | RELEASE: Attack (Critical) | | | | |
| ITEM STEAL: Mythril Helm, Enhancer | ITEM DROP: Icebrand | | | | | |
| WEAKNESS: - | | | | | | |
| RESISTANCE/ABSORB: - / - | | | | | | |

| Treat | | | | | | |
|-------------------------------|-------------------|----------------------------|--------|-------|----------|----------|
| NO.074 / PG. 54 | | | | | | |
| LV: 26 | HP: 700 | STR: 36 | DEF: - | MD: 5 | GIL: 225 | EXP: 330 |
| CONTROL: Attack, Berserk | CATCH: YES | RELEASE: Attack (Critical) | | | | |
| ITEM STEAL: Hi-Potion, Potion | ITEM DROP: Potion | | | | | |
| WEAKNESS: Fire | | | | | | |
| RESISTANCE/ABSORB: - / - | | | | | | |

| Tarantula | | | | | | |
|-------------------------------|-------------------|--------------|--------|-------|----------|---------|
| NO.071 / PG. 54 | | | | | | |
| LV: 27 | HP: 200 | STR: 35 | DEF: - | MD: - | GIL: 231 | EXP: 88 |
| CONTROL: Attack, Web | CATCH: YES | RELEASE: Web | | | | |
| ITEM STEAL: - | ITEM DROP: Potion | | | | | |
| WEAKNESS: Ice | | | | | | |
| RESISTANCE/ABSORB: - / Poison | | | | | | |

| Triffid | | | | | | |
|--|------------------------|----------------------------|--------|-------|----------|----------|
| HUMANOID NO.136 / PG. 62 | | | | | | |
| LV: 37 | HP: 2,200 | STR: 52 | DEF: 5 | MD: 5 | GIL: 399 | EXP: 825 |
| CONTROL: Attack, Special Move, Berserk | CATCH: YES | RELEASE: Attack (Critical) | | | | |
| ITEM STEAL: Power Drink, Iron Draft | ITEM DROP: Speed Shake | | | | | |
| WEAKNESS: Fire | | | | | | |
| RESISTANCE/ABSORB: - / - | | | | | | |

| Tatou | | | | | | |
|-------------------------------------|-----------------|----------------------------|--------|--------|---------|---------|
| MAGIC BEAST NO.018 / PG. 38 | | | | | | |
| LV: 8 | HP: 100 | STR: 11 | DEF: 3 | MD: 10 | GIL: 70 | EXP: 50 |
| CONTROL: Attack, Special Move, Flee | CATCH: YES | RELEASE: Attack (Critical) | | | | |
| ITEM STEAL: Potion | ITEM DROP: Tent | | | | | |
| WEAKNESS: Ice, Water | | | | | | |
| RESISTANCE/ABSORB: - / - | | | | | | |

| Triton | | | | | | |
|---------------------------------|-----------------------|------------|--------|--------|--------|--------|
| UNDEAD NO.293 / PG. 81 | | | | | | |
| LV: 37 | HP: 13,333 | STR: 55 | DEF: - | MD: 25 | GIL: - | EXP: - |
| CONTROL: - | CATCH: - | RELEASE: - | | | | |
| ITEM STEAL: Gold Needle, Elixir | ITEM DROP: Iron Draft | | | | | |
| WEAKNESS: Fire | | | | | | |
| RESISTANCE/ABSORB: - / - | | | | | | |

| Thunder Anemone | | | | | | |
|--|-------------------------------------|----------------|--------|-------|----------|----------|
| NO.194 / PG. 45 | | | | | | |
| LV: 21 | HP: 600 | STR: 27 | DEF: - | MD: 5 | GIL: 100 | EXP: 160 |
| CONTROL: Attack, Electrocute, Thundara | CATCH: YES | RELEASE: Spore | | | | |
| ITEM STEAL: - | ITEM DROP: Lightning Scroll, Potion | | | | | |
| WEAKNESS: - | | | | | | |
| RESISTANCE/ABSORB: - / Lightning | | | | | | |

| Tunneller | | | | | | |
|--------------------------------|------------------|------------------|--------|-------|----------|----------|
| MAGIC BEAST NO.080 / PG. 54 | | | | | | |
| LV: 27 | HP: 1,000 | STR: 36 | DEF: - | MD: 5 | GIL: 237 | EXP: 353 |
| CONTROL: Attack, Discord | CATCH: YES | RELEASE: Discord | | | | |
| ITEM STEAL: Phoenix Down | ITEM DROP: Ether | | | | | |
| WEAKNESS: - | | | | | | |
| RESISTANCE/ABSORB: - / - | | | | | | |

| Tiny Mage | | | | | | |
|---------------------------------------|-------------------|-------------------|---------|-------|----------|----------|
| NO.162 / PG. 78 | | | | | | |
| LV: 43 | HP: 1,540 | STR: 80 | DEF: 40 | MD: - | GIL: 477 | EXP: 780 |
| CONTROL: Attack, Raise, Scan, Silence | CATCH: YES | RELEASE: Thundaga | | | | |
| ITEM STEAL: Ether | ITEM DROP: Potion | | | | | |
| WEAKNESS: - | | | | | | |
| RESISTANCE/ABSORB: - / - | | | | | | |

| Twin Lizard | | | | | | |
|--------------------------------|-------------------|----------------------------|---------|-------|----------|----------|
| MAGIC BEAST NO.123 / PG. 70 | | | | | | |
| LV: 33 | HP: 1,500 | STR: 54 | DEF: 10 | MD: 5 | GIL: 360 | EXP: 720 |
| CONTROL: Attack, Special Move | CATCH: YES | RELEASE: Attack (Critical) | | | | |
| ITEM STEAL: Hi-Potion | ITEM DROP: Potion | | | | | |
| WEAKNESS: Ice | | | | | | |
| RESISTANCE/ABSORB: - / - | | | | | | |

| Tonberry | | | | | | |
|--------------------------------|------------------------|----------------|---------|-------|----------|------------|
| HUMANOID NO.183 / PG. 82 | | | | | | |
| LV: 46 | HP: 39,393 | STR: 119 | DEF: 10 | MD: - | GIL: 537 | EXP: 1,268 |
| CONTROL: Attack, Special Move | CATCH: YES | RELEASE: Death | | | | |
| ITEM STEAL: Plumed Hat, Elixir | ITEM DROP: Mirage Vest | | | | | |
| WEAKNESS: - | | | | | | |
| RESISTANCE/ABSORB: - / Earth | | | | | | |

| Tyrannosaur | | | | | | |
|------------------------------------|-------------------|------------|---------|--------|--------|--------|
| UNDEAD / DRAGON NO.269 / PG. 56 | | | | | | |
| LV: 29 | HP: 5,000 | STR: 45 | DEF: 20 | MD: 20 | GIL: - | EXP: - |
| CONTROL: - | CATCH: - | RELEASE: - | | | | |
| ITEM STEAL: Golden Shield | ITEM DROP: Elixir | | | | | |
| WEAKNESS: Fire | | | | | | |
| RESISTANCE/ABSORB: Ice / - | | | | | | |

| Tot Aevis | | | | | | |
|------------------------------------|-------------------------|---------------|---------|--------|--------|--------|
| AEVIS NO.161 / PG. 76 | | | | | | |
| LV: 47 | HP: 33,090 | STR: 70 | DEF: 10 | MD: 10 | GIL: - | EXP: - |
| CONTROL: Attack, Breath Wing, Beak | CATCH: YES | RELEASE: Beak | | | | |
| ITEM STEAL: Aevis Killer, Ether | ITEM DROP: Aevis Killer | | | | | |
| WEAKNESS: - | | | | | | |
| RESISTANCE/ABSORB: Earth / Wind | | | | | | |

| Undergrounder | | | | | | |
|------------------------------|-----------------------|---------------------|--------|-------|----------|----------|
| NO.098 / PG. 69 | | | | | | |
| LV: 24 | HP: 1,450 | STR: 42 | DEF: 5 | MD: - | GIL: 291 | EXP: 520 |
| CONTROL: Attack, Earthquake | CATCH: YES | RELEASE: Earthquake | | | | |
| ITEM STEAL: - | ITEM DROP: Iron Draft | | | | | |
| WEAKNESS: Earth | | | | | | |
| RESISTANCE/ABSORB: - / Earth | | | | | | |

| | |
|--|---|
|  Unknown LV: 41 HP: 2,500 STR: 60 DEF: 25 MD: - GIL: 525 EXP: 1,200 CONTROL: Attack CATCH: YES RELEASE: Attack ITEM STEAL: Beast Killer ITEM DROP: - WEAKNESS: Holy RESISTANCE/ABSORB: - / Poison |  Wendigo LV: 7 HP: 20,000 STR: 65 DEF: 10 MD: 20 GIL: - EXP: - CONTROL: - CATCH: - RELEASE: - ITEM STEAL: Dark Matter ITEM DROP: - WEAKNESS: - RESISTANCE/ABSORB: Earth / Water |
|  Unknown LV: 47 HP: 3,500 STR: 61 DEF: 40 MD: - GIL: 519 EXP: 1,080 CONTROL: Attack, Special Move, Transfusion CATCH: YES RELEASE: Critical ITEM STEAL: Potion, Hi-Potion ITEM DROP: Goliath Tonic WEAKNESS: Holy, Water RESISTANCE/ABSORB: - / Poison |  Werensnake LV: 31 HP: 900 STR: 40 DEF: - MD: 5 GIL: 282 EXP: 490 CONTROL: Attack, Entangle CATCH: YES RELEASE: Entangle ITEM STEAL: Potion ITEM DROP: Hi-Potion WEAKNESS: Ice RESISTANCE/ABSORB: - / - |
|  Unknown LV: 46 HP: 2,500 STR: 62 DEF: 30 MD: - GIL: 522 EXP: 1,350 CONTROL: Attack, Digestive Acid, Entangle CATCH: YES RELEASE: Digestive Acid ITEM STEAL: Potion, Hi-Potion ITEM DROP: Power Drink WEAKNESS: Holy RESISTANCE/ABSORB: - / Poison |  White Flame LV: 49 HP: 1,600 STR: 65 DEF: 50 MD: 35 GIL: 588 EXP: 1,430 CONTROL: Attack, White Wind, Rainbow Wind, Frostbite CATCH: YES RELEASE: White Wind ITEM STEAL: Eye Drops, Elixir ITEM DROP: Ether WEAKNESS: - RESISTANCE/ABSORB: Earth / Holy |
|  Unknown LV: 41 HP: 2,500 STR: 60 DEF: 25 MD: - GIL: 525 EXP: 1,200 CONTROL: Attack, Slimer, Self-Destruct CATCH: YES RELEASE: Slimer ITEM STEAL: Potion, Hi-Potion ITEM DROP: Speed Shake WEAKNESS: Holy RESISTANCE/ABSORB: - / Poison |  White Serpent LV: 4 HP: 25 STR: 5 DEF: - MD: 5 GIL: 24 EXP: 20 CONTROL: Attack, Entangle CATCH: YES RELEASE: Entangle ITEM STEAL: Potion ITEM DROP: - WEAKNESS: Ice RESISTANCE/ABSORB: - / - |
|  Unknown LV: 47 HP: 6,500 STR: 67 DEF: 35 MD: - GIL: 528 EXP: 2,000 CONTROL: Attack, Doom, Bone CATCH: YES RELEASE: Doom ITEM STEAL: Potion, Hi-Potion ITEM DROP: Iron Draft WEAKNESS: Holy RESISTANCE/ABSORB: Earth / Poison |  Wild Nakk LV: 15 HP: 95 STR: 20 DEF: - MD: 10 GIL: 125 EXP: 70 CONTROL: Attack, Flee CATCH: YES RELEASE: Attack (Critical) ITEM STEAL: Potion ITEM DROP: - WEAKNESS: Fire RESISTANCE/ABSORB: - / - |
|  Ushabti LV: 38 HP: 1,200 STR: 51 DEF: 35 MD: 6 GIL: 441 EXP: 480 CONTROL: Attack, Special Move CATCH: YES RELEASE: Flash ITEM STEAL: - ITEM DROP: Iron Draft WEAKNESS: Lightning RESISTANCE/ABSORB: - / - |  Wing Raptor LV: 1 HP: 250 STR: 7 DEF: - MD: 10 GIL: - EXP: - CONTROL: - CATCH: - RELEASE: - ITEM STEAL: Potion ITEM DROP: Phoenix Down WEAKNESS: - RESISTANCE/ABSORB: - / - |
|  Vilia LV: 27 HP: 19,000 STR: 77 DEF: 40 MD: 30 GIL: 10,000 EXP: - CONTROL: Attack, Pond's Chorus, Lilliputian Lyric, Comet CATCH: YES RELEASE: Almagest ITEM STEAL: Maiden's Kiss, Silver Specs ITEM DROP: Angel Ring WEAKNESS: - RESISTANCE/ABSORB: - / Holy, Earth, Wind, Water |  Wyrm LV: 36 HP: 2,700 STR: 55 DEF: 20 MD: 5 GIL: 357 EXP: 2,200 CONTROL: Attack, Breath Wing, Blaze CATCH: YES RELEASE: Breath Wing ITEM STEAL: Antidote ITEM DROP: Dragon Fang WEAKNESS: - RESISTANCE/ABSORB: - / - |
|  Water Scorpion LV: 26 HP: 500 STR: 59 DEF: 20 MD: - GIL: 680 EXP: - CONTROL: Attack, Flee CATCH: YES RELEASE: Attack (Critical) ITEM STEAL: Potion ITEM DROP: Potion WEAKNESS: Lightning RESISTANCE/ABSORB: Water / Water |  Wyvern LV: 14 HP: 200 STR: 17 DEF: - MD: 5 GIL: 90 EXP: 160 CONTROL: - CATCH: - RELEASE: - ITEM STEAL: Mythril Knife ITEM DROP: Potion WEAKNESS: - RESISTANCE/ABSORB: - / - |
|  Wave Cannon LV: 97 HP: 22,000 STR: 120 DEF: 20 MD: - GIL: - EXP: - CONTROL: - CATCH: - RELEASE: - ITEM STEAL: - ITEM DROP: - WEAKNESS: - RESISTANCE/ABSORB: - |  Yellow Dragon LV: 38 HP: 8,500 STR: 65 DEF: 10 MD: 5 GIL: 500 EXP: 2,600 CONTROL: Attack, Lightning, Hurricane, Earthquake CATCH: YES RELEASE: Lightning ITEM STEAL: Thunder Rod, Ether ITEM DROP: Coral Ring WEAKNESS: - RESISTANCE/ABSORB: - / Lightning |

| Yojimbo | | | | | | |
|-------------------------------|-----------------------|-------------------------|--------|-------|----------|------------|
| HUMANOID NO.219 / PG. 90 | | | | | | |
| LV: 52 | HP: 3,960 | STR: 109 | DEF: 5 | MD: - | GIL: 645 | EXP: 2,000 |
| CONTROL: Attack, Special Move | CATCH: YES | RELEASE: Reaper's Sword | | | | |
| ITEM STEAL: Cottage, Murakumo | ITEM DROP: Power Sash | | | | | |
| WEAKNESS: - | | | | | | |
| RESISTANCE/ABSORB: -/- | | | | | | |

| Zombie Dragon | | | | | | |
|------------------------------------|------------------------|------------------------|---------|-------|----------|------------|
| UNDEAD / DRAGON NO.104 / PG. 58 | | | | | | |
| LV: 24 | HP: 4,590 | STR: 46 | DEF: 10 | MD: 5 | GIL: 500 | EXP: 1,650 |
| CONTROL: Attack, Poison Breath | CATCH: YES | RELEASE: Poison Breath | | | | |
| ITEM STEAL: Dark Matter | ITEM DROP: Dragon Fang | | | | | |
| WEAKNESS: Fire | | | | | | |
| RESISTANCE/ABSORB: -/- | | | | | | |

| Zephyrus | | | | | | |
|---|-------------------|-----------------|---------|--------|----------|------------|
| MAGIC BEAST / HUMANOID NO.147 / PG. 74 | | | | | | |
| LV: 53 | HP: 3,780 | STR: 55 | DEF: 25 | MD: 30 | GIL: 500 | EXP: 2,000 |
| CONTROL: Attack, Banish, Curaga, Protect | CATCH: YES | RELEASE: Banish | | | | |
| ITEM STEAL: Potion, Elixir | ITEM DROP: Elixir | | | | | |
| WEAKNESS: - | | | | | | |
| RESISTANCE/ABSORB: -/- | | | | | | |

| Zu | | | | | | |
|------------------------------|-------------------|----------------------|--------|-------|----------|----------|
| NO.032 / PG. 42 | | | | | | |
| LV: 15 | HP: 850 | STR: 22 | DEF: - | MD: 5 | GIL: 150 | EXP: 360 |
| CONTROL: Attack, Breath Wing | CATCH: YES | RELEASE: Breath Wing | | | | |
| ITEM STEAL: Elixir | ITEM DROP: Elixir | | | | | |
| WEAKNESS: - | | | | | | |
| RESISTANCE/ABSORB: Earth / - | | | | | | |

| Ziggurat Gigas | | | | | | |
|--|--------------------------|--------------------|---------|--------|----------|------------|
| HUMANOID NO.112 / PG. 62 | | | | | | |
| LV: 34 | HP: 2,420 | STR: 49 | DEF: 20 | MD: 10 | GIL: 330 | EXP: 1,200 |
| CONTROL: Attack, Attack, Attack (Critical), Attack | CATCH: YES | RELEASE: Hurricane | | | | |
| ITEM STEAL: Partisan | ITEM DROP: Goliath Tonic | | | | | |
| WEAKNESS: - | | | | | | |
| RESISTANCE/ABSORB: Earth / Wind | | | | | | |

Enemy Attacks

The following table lists all enemy attacks. Your party members cannot learn any of these attacks.

| NAME | MP | TARGET | AREA | REFLECT | ATTRIBUTE | EFFECT | MONSTER |
|----------------|----|------------------|------------|---------|-----------|---|-----------------|
| 100 Gs | 10 | Enemies | All | - | - | Removes Float | Catastrophe |
| Aging Missile | - | Enemies | One | ★ | - | Damage equal to 50% of maximum HP; inflicts Aging | Launcher |
| Almagest | 50 | Enemies | All | ★ | Holy | Inflicts Sap | Vilia |
| Atomic Ray | - | Enemies | All | - | Fire | Attacks all enemies | Red Dragon |
| Attack | - | Party or Enemies | One | ★ | - | Attacks one enemy | All monsters |
| Barrier Change | - | Self | One | ★ | - | Changes monster's weak point | Melusine |
| Beak | - | Party or Enemies | One | ★ | - | Inflicts Petrify | Cockatrice |
| Blaster | 10 | Party or Enemies | One | - | - | Inflicts Paralyze or KO'd | Banderoeurl |
| Blaze | - | Enemies | All | ★ | Fire | Damage equal to 25% of maximum HP; inflicts Sap | Magic Dragon |
| Bone | - | Party or Enemies | One | ★ | - | Lowers HP to a very low amount | Bone Dragon |
| Breath Wing | - | Enemies | All | ★ | Wind | Damage equal to 25% of maximum HP; inflicts Sap | Wyvern |
| Dancehall Daze | - | Party or Enemies | One | ★ | - | Inflicts Sleep | Shadow Dancer |
| Danse Macabre | - | Enemies | One | ★ | - | Inflicts Zombie | Sword Dancer |
| Delta Attack | 30 | Party or Enemies | All or One | - | - | Inflicts Petrify | Mover |
| Digestive Acid | - | Party or Enemies | One | ★ | - | Inflicts Sap | Mandrake |
| Dischord | - | Party or Enemies | All or One | ★ | - | Halves level | Tunneller |
| Earth Shaker | - | Enemies | All | ★ | Earth | Attacks all enemies | Iron Muscles |
| Earthquake | - | Enemies | All | ★ | Earth | Attacks all enemies | Undergrounder |
| Electrocute | - | Party or Enemies | One | - | Lightning | Attacks with Lightning | Thunder Anemone |
| Embrace | - | Party or Enemies | One | ★ | - | Cures HP fully, but inflicts Petrify | Lemure |
| Encircle | 5 | Enemies | One | ★ | - | Eliminates one enemy from battle | Druid |
| Entangle | - | Party or Enemies | One | ★ | - | Inflicts Paralyze | White Serpent |
| Entice | - | Party or Enemies | All or One | ★ | - | Causes Confuse | Lamia |
| Evil Eye | - | Party or Enemies | One | ★ | - | Inflicts Petrify | Orukat |
| Flee | - | Self | One | ★ | - | Escape from battle | Kornago |
| Frost | - | Enemies | All | ★ | Ice | Attacks all enemies; inflicts Sap | Blue Dragon |
| Frostbite | - | Enemies | All | - | Ice | Attacks all enemies | Mini Dragon |
| Gamma Ray | - | Party or Enemies | All or One | - | - | Inflicts Stop | Magnetite |
| Giga Flare | - | Enemies | All | ★ | - | Attacks all enemies | Twintania |

ENEMY ATTACK (CONT.)

| NAME | MP | TARGET | AREA | REFLECT | ATTRIBUTE | EFFECT | MONSTER |
|------------------|----|------------------|------------|---------|-----------|---|----------------|
| Grand Cross | — | Enemies | All | ★ | — | Inflicts many harmful status conditions | ? |
| HP Recovery | — | Party or Enemies | All or One | ★ | — | Cures HP | Magic Pot |
| Hurricane | — | Party or Enemies | One | ★ | — | Lowers HP to a very small amount | Elm Gigas |
| Ice Storm | — | Enemies | All | ★ | Ice | Attacks all enemies | Blue Dragon |
| Image | — | Party | One | ★ | — | Increases evasion rate | Ninja |
| Interceptor | — | Party or Enemies | All or One | ★ | — | Intercepts a Jump attack | Mecha Head |
| Jump | — | Party or Enemies | One | ★ | — | Attacks an enemy | Gobbledygook |
| Lightning | — | Enemies | All | ★ | Lightning | Damage equal to 25% of HP; inflicts Sap | Yellow Dragon |
| Maelstrom | — | Enemies | All | ★ | — | Lowers HP to a very small amount | Land Crawler |
| Magnet | — | Enemies | All or One | ★ | — | Forces a back-row enemy to the front row | Magneteite |
| Mega Flare | — | Enemies | All | — | — | Attacks all enemies | Bahamut |
| Mustard Bomb | — | Party or Enemies | One | ★ | — | Inflicts Sap | Little Chariot |
| Needle | — | Party or Enemies | One | ★ | — | Inflicts Dark or Silence | Killer Bee |
| Panacea | — | Party or Enemies | All or One | ★ | — | Cures all negative status conditions | Apanda |
| Paraclete | — | Party or Enemies | One | ★ | — | Revives one KO'd ally or inflicts Zombie | Fairy Orc |
| Poison Breath | — | Enemies | All | ★ | Poison | Inflicts Poison | Zombie Dragon |
| Possess | — | Enemies | One | ★ | — | Eliminates one enemy from battle | Unknown |
| Punishment | — | Party or Enemies | All or One | ★ | — | KO's enemy with one blow | Soul Cannon |
| Quicksand | — | Enemies | All | ★ | Earth | Inflicts Sap | Sandworm |
| Rainbow Wind | — | Party or Enemies | All or One | ★ | — | Inflicts Dark, Silence, and Sap | Galajelly |
| Reaper's Sword | — | Party or Enemies | One | ★ | — | KO's enemy with one blow | Exdeath's Soul |
| Reverse Polarity | — | Enemies | All | ★ | — | Forces a back-row enemy to the front row | Parthenope |
| Rabbit | 5 | Party or Enemies | One | ★ | — | Inflicts Toad/Removes Toad | Halicarnassus |
| Rocket Punch | — | Party or Enemies | One | ★ | — | Inflicts Confuse | Steel Fist |
| Search | — | Party or Enemies | All or One | — | — | Searches out target for the next attack | Omega |
| Slimer | — | Party or Enemies | All or One | ★ | — | Inflicts Slow and Sap/Removes Haste | Rock Slug |
| Special Move | — | Party or Enemies | One | ★ | — | Attacks enemies using additional effects | All monsters |
| Spore | — | Party or Enemies | All or One | ★ | — | Inflicts Poison | Sandboil |
| Tail Screw | — | Enemies | One | ★ | — | Lowers HP to a very small amount | Karlabos |
| Tidal Wave | — | Enemies | All | ★ | Water | Attacks all enemies | Leviathan |
| Vanish | — | Self | One | ★ | — | Causes Vanish | Objet d'Art |
| Wave Cannon | — | Enemies | All | ★ | — | Damage equal to 50% of maximum HP; inflicts Sap | Omega |
| Web | — | Party or Enemies | All or One | ★ | — | Inflicts Slow/Removes Haste | Tarantula |
| White Hole | 99 | Party or Enemies | One | ★ | — | KO's enemy and inflicts Petrify | ? |
| Wind Slash | — | Enemies | All | ★ | Wind | Attacks all enemies | Byblos |
| Wormhole | — | Party or Enemies | All or One | ★ | — | Eliminates one enemy from battle | Atomas |
| Zantetsukan | — | Party or Enemies | All | ★ | Lightning | Slashes enemies with Lightning power | Odin |
| Zombie Breath | — | Enemies | All | ★ | — | KO's enemy and inflicts Zombie | Shield Dragon |
| Zombie Powder | — | Enemies | One | ★ | — | Inflicts Zombie | Necromancer |



Tricks and Tactics



The expansive world of FINAL FANTASY V Advance is filled with secrets. It's easy to play through the main quest without experiencing some of the game's most beneficial features. And with the hard-as-nails

extra bosses and a dungeon that's exclusive to the Game Boy Advance version of the game, you'll need all the help you can get if you hope to see everything. On this page we explore the deepest, darkest corners of the game.

Turn Back Time

One tactic for stocking up on items is to steal an item from an enemy, then cast the Time-magic spell Return to start the battle over. Repeat the sequence as many times as you'd like.



Learning Got You Blue?

Learning Blue magic can be a frustrating task when you don't know what spells are Blue-magic spells, or what enemies cast them. Consult the chart below to complete your Blue-magic collection.



Sometimes an enemy refuses to attack your Blue Mage, but continuously attacks everyone else in your party. Have an ally with the Control ability take control of the beast, then force it to attack the Blue Mage so he can learn its spell.

| BLUE MAGIC | MONSTER | LOCATION IN THE MERGED WORLD |
|-------------------|--------------|------------------------------|
| ??? | Gel Fish | Sea |
| 1000 Needles | Mykale | Outside of Crescent |
| Aera | Page 32 | Library of the Ancients |
| Aero | Mykale | Outside of Crescent |
| Aeroga | Elm Gigas | Outside of Karnak |
| Aqua Breath | Aquagel | Istory Falls |
| Dark Spark | Shadow | Outside of Carwen |
| Death Claw | Objet d'Art | Castle of Bal |
| Doom | The Damned | Pyramid |
| Flame Thrower | Great Dragon | Interdimensional Rift |
| Flash | Ushabti | Pyramid |
| Goblin Punch | Goblin | Outside of Tycoon |
| Level 2 Old | Executor | Island Shrine |
| Level 3 Flare | Executor | Island Shrine |
| Level 4 Graviga | Executor | Library of the Ancients |
| Level 5 Death | Page 64 | Library of the Ancients |
| Lilliputian Lyric | Mykale | Outside of Crescent |
| Magic Hammer | Drippy | Drakenvale |
| Mighty Guard | Stingray | Lake near Carwen |
| Mind Blast | Mindflayer | Interdimensional Rift |
| Missile | Motor Trap | Fire-Powered Ship |
| Moon Flute | Mykale | Outside of Crescent |
| Off-Guard | Page 256 | Library of the Ancients |
| Pond's Chorus | Lemure | Phoenix Tower |
| Roulette | Parthenope | Phoenix Tower |
| Self-Destruct | Motor Trap | Fire-Powered Ship |
| Time Slip | Cherie | Phoenix Tower |
| Transfusion | Unknown | Great Sea Trench |
| Vampire | Shadow | Outside of Carwen |
| White Wind | White Flame | Interdimensional Rift |

Elemental Weapons

Using magic to fight enemies that have strong elemental tendencies is one thing, but how can your non-magic-using party members combat such foes? The lists below display weapons that are infused with a particular element.

FIRE

Chaos Orb
Flame Rod
Magus Rod

ICE

Chaos Orb
Frost Rod
Magus Rod

LIGHTNING

Chaos Orb
Magus Rod
Thunder Rod

HOLY

Chaos Orb
Sage's Staff

WIND

Air Knife
Chaos Orb
Magus Rod
Wind Slash

POISON

Chaos Orb
Magus Rod
Poison Rod

Necromancer's Dark Arts

A character using the Necromancer job class can learn a Dark Arts spell by defeating an enemy that knows the spell. But it's hard to know which enemies have which spells. The chart below will solve that problem.

| DARK ARTS | MONSTER (LOCATION) |
|-------------|---|
| Chaos Drive | Mini Satana (The Sealed Temple) |
| Curse | Ironclad (The Sealed Temple) |
| Dark Flare | Tonberry (Istory Falls); Exdeath's Soul (Kuza, the Sealed Castle) |
| Dark Haze | Exoray (The Sealed Temple); Lemure (Phoenix Tower) |
| Deep Freeze | Dark Elemental and Assassin (The Sealed Temple) |
| Doomsday | Hades (The Sealed Temple) |
| Drain Touch | Mindflayer (Interdimensional Rift); The Damned (Pyramid) |
| Evil Mist | Unknown (Great Sea Trench); Dragon Zombie (Drakenvale) |
| Hellwind | Objet d'Art (Castle of Bal); Stingray (Sea) |
| Meltdown | Liquid Flame (Phoenix Tower); Claret Dragon (The Sealed Temple) |

Leveling-Up Tips

Leveling up characters can be a chore, especially when you're attempting to earn Ability Points to master jobs. Don't just wander aimlessly around the overworld map—seek out enemies that are quick to defeat, and will yield plentiful Experience Points and Ability Points. The chart below shows four great leveling-up locations.



Cast Level 5 Death (or use Gold Needles) to take out the Objet d'Arts in the basement of the Castle of Bal. Defeating two enemies will give you four Ability Points, and beating five enemies will yield eight Ability Points.

| LOCATION | HOW TO BATTLE (REWARDS) |
|---------------------------|--|
| Island near Crescent | Defeat five Black Flames with Lightning Scroll (3 ABP); control Prototype and let it Self-Destruct (4 ABP) |
| Basement of Castle of Bal | Defeat Objet d'Art with Level 5 Death (4-8 ABP) |
| Kuza, the Sealed Castle | Control Shield Dragon and defeat it with Blaze (2,500 EXP) |
| Interdimensional Rift | Defeat an Iron Giant with the Odin Summon (2,500 EXP) |

Explore the Worlds



our quest to protect the crystals will span three worlds. Though world three—the merged world—contains many locations from the first two worlds, each world's map is

unique. As you travel across each of these vast expanses, use the following maps to plot your course and keep track of where you've been.

World One



1 Tycoon Meteorite

2 Passage to Pirates' Hideout/
Pirates' Hideout

3 Wind Shrine

4 Tule

5 Torna Canal

6 Ship Graveyard

7 Carwen

8 North Mountain

9 Walse

10 Castle Walse

11 Tower of Walse

12 Castle Tycoon

13 Karnak

14 Fire-Powered Ship

15 Karnak Castle

16 Library of the Ancients

17 Jachol

18 Jachol Cave

19 Crescent

20 Istory

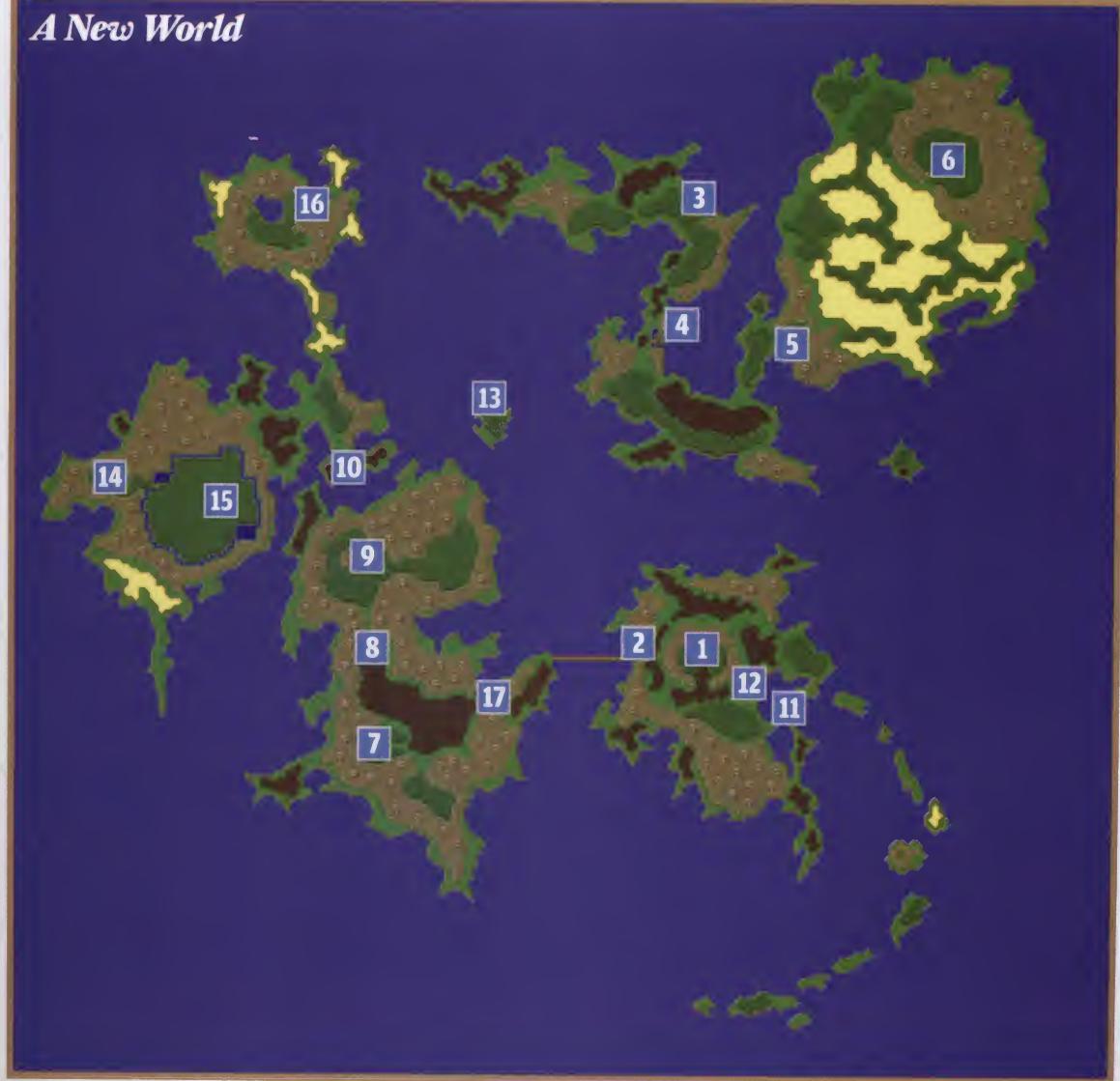
21 Lix

22 Gohn, the Town of Ruin

23 Desert of Shifting Sands

24 Catapult

25 Ronka Ruins

A New World

1 Castle Exdeath
2 Big Bridge
3 Regole
4 Kuza, the Sealed Castle
5 Moogle Forest
6 Moogle Village
7 Castle of Bal

8 Quelb
9 Drakenvale
10 Surgate Castle
11 Xezat's Fleet
12 Barrier Tower
13 Ghido's Cave
14 Forest of Moore

15 The Great Forest of Moore
16 Northern Lake
17 Gil Cave

1 Py...
2 Isla...
3 For...
4 Gre...
5 Iste...
6 Pha...
7 Pha...

The Merged World



Recommended Route



Though the story is fairly linear, you can visit many of the game's locations at your leisure. However, you'll likely get pummeled if you wind up in a difficult area before your party's ready for it. The following chart maps out a

recommended order of stops, complete with locations (called off from the map on the other side of this fold-out), event descriptions, corresponding page numbers, job collections, and boss battles. Follow this route to experience everything the game has to offer while making the most of your time.

World One

pages 32-53

You'll begin the game as Bartz. Your first order of business is to head to the site of a fallen meteorite near Castle Tycoon.

1 Tycoon Meteorite page 32

Proceed to Tycoon Meteorite; Lenna and Galuf join your party.

2 Passage to Pirates' Hideout page 33

Proceed to the Pirates' Hideout.

2 Pirates' Hideout page 33

Faris joins your party; pirates' ship becomes available.

3 Wind Shrine page 34

Learn about King Tycoon.

BOSS: Wing Raptor

NEW JOBS: Knight, Monk, Thief, White Mage, Black Mage, Blue Mage

4 Tule page 35

Learn about Torna Canal and Walse; get the Canal Key from Zok.

5 Torna Canal page 35

Open the gate with the Canal Key.

BOSS: Karlabos

6 Ship Graveyard page 36

Leave the pirate ship; get the World Map.

BOSS: Siren

7 Carwen page 37

Learn about Walse and North Mountain.

8 North Mountain page 37

Meet the Wind Drake on the summit; fly to Walse.

BOSSES: Magissa, Forza

9 Walse page 38

Learn about Garula and the Water Crystal.

10 Castle Walse page 38

Meet King Walse; find Shiva and defeat it to earn a new Summon; proceed to the Tower of Walse.

BOSS: Shiva

11 Tower of Walse page 40

Locate the Water Crystal.

BOSS: Garula

NEW JOBS: Berserker, Mystic Knight, Time Mage, Summoner, Red Mage

12 Castle Tycoon page 41

Talk to the chancellor.

13 Karnak page 41

Buy an item—you'll be captured; meet Cid in the prison inside Karnak Castle.

14 Fire-Powered Ship page 42

Go below deck.

BOSS: Liquid Flame

15 Karnak Castle page 44

Escape from the castle in 10 minutes or less.

Bosses: Iron Claw, Cur Nakk, Sergeant

NEW JOBS: Ninja, Beastmaster, Geomancer

16 Library of the Ancients page 46

Find Mid.

BOSSES: Ifrit, Byblos

17 Karnak page 41

Talk to Cid in the pub; commandeer the fire-powered ship.

16 Library of the Ancients page 46

Learn about Jachol.

17 Jachol page 47

Learn about Jachol Cave.

18 Jachol Cave page 48

Collect the treasures within the cave.

19 Crescent page 48

Learn about the Black Chocobo, then catch it in the Chocobo Forest.

NEW JOBS: Bard, Ranger

20 Istory page 49

Defeat Ramuh to earn a new Summon.

BOSS: Ramuh

- 21** **Lix** page 49
 ↴ Learn the "Alluring Air" song.
- 16** **Library of the Ancients** page 46
 ↴ Learn about King Tycoon from Cid and Mid.
- 23** **Desert of Shifting Sands** page 50
 ↴ Defeat the Sandworm; cross the desert.
BOSS: Sandworm
- 22** **Gohn, the Town of Ruin** page 50
 ↴ Locate and confront King Tycoon.
- 24** **Catapult** page 51
 ↴ Defeat Cray Claw; commandeer the airship.
BOSS: Cray Claw
- 22** **Gohn, the Town of Ruin** page 50
 ↴ Behold as Ronka Ruins rises into the air.
- 24** **Catapult** page 51
 ↴ Learn about Adamantite.
- 1** **Tycoon Meteorite** page 32
 ↴ Obtain the Adamantite.
BOSS: Adamantoise
- 24** **Catapult** page 51
 ↴ Return to Cid and Mid for an airship upgrade.
- 25** **Ronka Ruins** page 52
 ↴ Defeat the bosses; Galuf leaves your party.
BOSSES: Soul Cannon, Launcher, Archeoaegis
NEW JOBS: Samurai, Dragoon, Chemist, Dancer
- 24** **Catapult** page 51
 ↴ Read the letter on the table from Cid and Mid.
- 1** **Tycoon Meteorite** page 32
 ↴ Learn about world two; visit the meteorites in Karnak and Walse (see page 53).
BOSSES: Titan, Purobolos, Manticore
- 3** **Regole** page 55
 ↴ Purchase new equipment and magic.
- 4** **Kuza, the Sealed Castle** page 55
 ↴ Pass the Sealed Castle. (The castle will be directly in your path, but do not stop—it's too dangerous. You'll visit the Sealed Castle later on your journey.)
- 5** **Underground Waterway** page 56
 Locate the Moogle Forest; follow the Moogle underground; protect the Moogle from Tyrannosaur.
BOSS: Tyrannosaur
- 6** **Moogle Village** page 56
 ↴ Krile and her Wind Drake come to your party's aid.
- 7** **Castle of Bal** page 57
 ↴ Learn about Krile's sick Wind Drake; leave the castle.
- 8** **Quelb** page 58
 ↴ Visit Kelger, who opens the path to Drakenvale.
- 9** **Drakenvale** page 58
 ↴ Defeat the Dragon Pod; bring Dragon Grass to the Castle of Bal.
BOSSES: Dragon Flower, Dragon Pod
- 7** **Castle of Bal** page 57
 ↴ Learn about Ghido's Cave.
- 10** **Surgate Castle** page 60
 ↴ Learn about Xezat.
- 11** **Xezat's Fleet** page 61
 ↴ Meet Xezat; defeat Gilgamesh and Enkidu; leave with Xezat by submarine.
BOSSES: Gilgamesh, Enkidu
- 12** **Barrier Tower** page 62
 ↴ Reach the top of the tower; escape from the tower.
BOSS: Atomos
- 13** **Ghido's Cave** page 65
 ↴ Meet Ghido and receive the Guardian Branch.
- 14** **Moore** page 66
 ↴ Learn about the Great Forest of Moore.
- 15** **Great Forest of Moore** page 67
 ↴ Use the Guardian Branch to enter the forest; enter the Guardian Tree; Krile joins your party.
BOSS: Guardian
- 16** **Northern Lake** page 69
 ↴ Defeat Catoblepas to learn its Summon.
BOSS: Catoblepas

A New World

pages 54-73

You'll land on a small island. Pitch a tent, then fight the Abductor and lose—before you know it, you'll be in a prison within Castle Exdeath.

- 1** **Castle Exdeath** page 54
 ↴ Galuf aids you and then rejoins your party.
BOSSES: Abductor, Gilgamesh
- 2** **Big Bridge** page 54
 ↴ Go across the bridge and proceed to Regole.
BOSS: Gilgamesh

17 Gil Cave page 69

▼ If your party is capable, stop here to fight tough enemies and earn gil (not required).

BOSS: Gil Turtle

1 Castle Exdeath page 70

▼ Proceed to the top of the castle and defeat Exdeath.

BOSSSES: Carbuncle, Gilgamesh, Exdeath

The Merged World pages 74-93

You'll begin World Three in Castle Tycoon. Head west to find Boko near the cave. Defeat the Antlion, and Faris will rejoin your party. Proceed to Ghido's Cave.

13 Ghido's Cave page 65

▼ Meet Ghido; go to the Library of the Ancients.

16 Library of the Ancients page 46

▼ Get the Sealed Tome; learn the song "Mana's Paean" on the roof; proceed to the Pyramid of Moore.

1 Pyramid of Moore page 74

▼ Find the first tablet; Defeat Melusine inside the Guardian Tree; Lenna rejoins your party.

BOSS: Melusine

4 Kuza, the Sealed Castle page 55

▼ Trade the first tablet for three legendary weapons.

6 The Phantom Village page 84

▼ Visit Crescent to learn about the Phantom Village; buy rare weapons and magic; ride around the world on Boko to get the Mirage Vest; visit Istory Falls and get the Magic Lamp; the Black Chocobo becomes available to ride.

19 Crescent page 48

▼ Learn the song "Sinewy Etude" at the bard's house; become piano master and learn "Hero's Rime."

14 Moore page 66

▼ Find the secret path through the shed to get either the Chicken Knife or the Brave Blade.

3 Regole page 55

▼ Receive a Ribbon from the girl in the armor shop.

2 Island Shrine page 76

▼ Find the second tablet; head to Fork Tower.

BOSS: Wendigo

2 Pirates' Hideout page 33

▼ Meet Syldra and learn its Summon.

18 Jachol Cave page 48

▼ Climb the vine to reach the basement of the Castle of Bal; defeat Odin to learn its Summon.

BOSS: Odin

3 Fork Tower page 78

▼ Defeat the boss to learn White-magic spell Holy and Black-magic spell Flare.

BOSSSES: Minotaur, Omniscient

11 Tower of Walse page 40

▼ Enter the sunken tower to learn a new job.

BOSS: Famed Mimic Gogo

NEW JOB: Mime

4 Great Sea Trench page 80

▼ Find the third tablet; defeat the boss and learn Time-magic spell Meteor.

BOSSSES: Triton, Nereid, Phobos

4 Kuza, the Sealed Castle page 55

▼ Trade the remaining tablets for legendary weapons.

7 Phoenix Tower page 86

▼ Obtain the Phoenix Summon from Hiryu; head to North Mountain to fight Bahamut and earn its Summon.

BOSS: Bahamut

9 The "???" Cave page 88

▼ Collect three new jobs.

NEW JOBS: Oracle, Cannoneer, Gladiator

8 Interdimensional Rift page 88

▼ Fight your way to the final boss.

BOSSSES: Calofisteri, Apanda, Azulmagia, Catastrophe, Halicarnassus, Twintania, Omega, Shinryu, Necrophobe, Exdeath, Neo Exdeath

9 Sealed Temple page 93

▼ After completing the game, visit the "???" cave again. You can now access the Sealed Temple and the dungeons beneath it.

9 Secret Dungeons page 93

▼ Master a series of difficult dungeons beneath the Sealed Temple, and defeat Enuo to unlock the Cloister of the Dead.

BOSSSES: Gil Turtle, Grand Aegis, Omega Mk.II, Neo Shinryu, Archedemon, Guardian, Enuo

NEW JOB: Necromancer

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